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ALONE IN THE DARK

PRIMA Official Game Guide

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UNDERFOOT

When the soil of Manhattan was sealed beneath steel and concrete, it wasn't in the name of progress. It was in the hopes of survival. Buried under the sidewalks that grid the island and the streets that guide taxis from Wall Street to the Bronx is an evil older than the feeble human concept of time. And now that evil is pushing through the strata of cobblestones and asphalt to take hold of the surface. Tendrils of evil crack the streets, overturning taxis as if they were playthings. Skyscrapers are buckling as the unstable wall between this world and the unspeakable beyond starts to give. And something has taken over the unfortunate citizens, turning them into slavering zombies capable of terrifying violence.

The City that Never Sleeps is facing an unending nightmare.

What New York needs right now is a savior, somebody with the skills and knowledge to not only push back against this evil, but also to extinguish it for the remainder of days. That mantle falls on an unlikely hero: Edward Carnby. But Edward is at a disadvantage. He has no idea who he is. He has no clue about his true role in this eruption of evil. All he knows, when he wakes from a strange slumber, is that two men are holding him hostage in a midtown hotel. Through bleary eyes and muddled ears, he knows something is very wrong. Whatever these two men have done, whatever they are responsible for, the situation has escaped their clutches and taken control of its own destiny.



What Edward can be certain of, though, is that he is now somehow expendable. And the two captors are about to dispense with him up on the roof of the hotel. Edward's rescue comes in an unexpected form. Monsters are monsters by nature—they feed off chaos. They cannot be controlled. And whatever these men have wrought, it quickly turns against them. The fissures that are starting to rip the city apart consume one of the men whole, swallowing him like a shark might gulp down a tuna. No mercy. Edward knows that's not going to be enough to save his skin. Or the city. He must stumble through the madness overtaking Manhattan and connect with the only sympathetic figure he knows in this entire horror show: Theo. Is he a paranormal expert? Just a museum curator? Or is he working with Edward's former captors? That's a risk Edward must take if he wants the truth.

If the sun is ever to rise over the city again, Edward must cut to the source of this evil. He must be ready for every answer to spawn more questions. Who is he? What happened to his memories? Why is there a scar on his face? What does an ancient stone have to do with this chaos? And, finally, why does this trail of terror lead to the heart of Central Park, the oasis of lush greenery in the heart of the busiest city in America? Just what is down there, buried under centuries of earth and stone? And can it even be stopped?



The Cast

Edward Carnby



The man at the center of this event doesn't even know who he is. Whatever ceremony he unwillingly took part in has erased his memories, leaving him to rely on the word of people whom he probably shouldn't even trust. What Edward can be sure of, though, is that he is handy with a pistol and incredibly adept at crafting makeshift weapons out of everyday objects. He has a resourcefulness that he cannot explain, but is certainly grateful to possess. By the end of this evening, many mysteries about Edward will be solved—but can he survive long enough to learn the core truth about his very existence?

Theo



Theo is a researcher and something of an expert on the occult. The old man is somehow linked to Edward, and that bond may not be entirely healthy. There is something about Theo that inspires trust. He seems to have genuine concern for Edward. And after two thugs flippantly decide to shoot Edward on a roof, a little sympathy goes a long way. Theo holds the key to the first door in this maze of mysteries. If Edward can just crack that first door, maybe he can shoulder through the rest.

Sarah



While Edward tries to escape from the crumbling buildings surrounding Central Park, he meets Sarah, an art dealer trapped in the middle of a nightmare. Is she connected to what's happening? Edward cannot be sure, but she certainly seems as scared as he is. At least she is as loyal as she is scared, sticking by Edward's side even as the world around them turns to ash.

Crowley



Crowley is the sinister figure at the center of this explosion of evil. He is a madman obsessed with unlocking whatever horror was buried under Central Park, but even he is taken aback by how quickly the situation spirals out of control. Crowley seems to be very familiar with Theo and Edward. If anybody can give Edward an answer about who he is, it's Crowley—but something says he won't give that information away. He may be willing to trade it, though, for whatever power Edward might have over the evil consuming the city.

Episode Guide



Alone in the Dark is a cinematic game—and like any good movie you watch at home, you might have a favorite scene you want to get to or one you want to fast-forward through because it makes you squirm in your seat. The developers of *Alone in the Dark* have integrated DVD-like functionality into the game, allowing you to move through the chapters of the game as if you were watching a movie from your personal library. At any point in the game, you can call up a menu screen that shows the current chapter and the parts of the sequences that make up that chapter. Some episodes, like a pivotal car chase, may not have a single part you can particpate in. (i.e., You cannot join the chase in progress.) Other situations, such as the exploration of a building, may be broken down into four parts. You can inch forward through the parts to see farther into the episode.

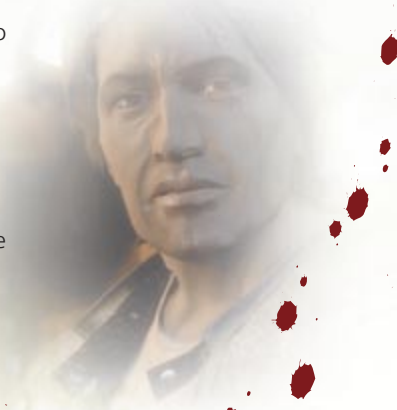
However, jumping from one chapter to another has drawbacks. If you leap forward a chapter or two, you get a recap explaining some of the story you missed (like the opening moments of "catch up" on a television serial), but you will completely miss out on all of the smaller, more human details that really pull the story of *Alone in the Dark* together. Yes, you might see the bird's-eye view of one of Edward's secrets, but you sacrifice the unraveling of the actual plot twist, and that's always half the fun of any secret worth knowing.



Don't think you can jump right to the end of the game, either. The final chapter is playable from the first time you play the game, but the final few scenes are locked. You must complete at least 18 sequences from the first seven chapters as well as collect 50 Spectral Power points, which are earned by torching special roots detailed later in this guide.

As cool as this chapter-select feature is—allowing gamers stuck on one particular puzzle to move ahead—we'll make sure this feature is used primarily as a means of skipping around to replay your favorite scenes in the game after you've closed the door on the final chapter. (And you will have favorite scenes—there are some jaw-droppers in *Alone in the Dark* that are definitely worth playing multiple times.) There will be no banging your head against a wall with this guide in your hands. We'll show you how to survive the worst night of your life in New York by assembling the best makeshift weapons, how to exploit the weak spots of the monsters threatening your life from every doorway, and how to uncover the secrets of Central Park. And those secrets are certainly something you never expected.

Edward Carnby may be a man without a memory, but that doesn't mean you have to wander the streets of Manhattan without a clue. Before setting foot in Central Park and trying to get to the literal bottom of this creepy caper, make sure you are aware of the essentials like how to get Edward out of tight spots 10 stories above street level, how to turn a can of mosquito spray into a makeshift flamethrower, how to read the map of the park, and how to awaken spectral powers just outside Edward's initial reach. Once you become master of Edward's potential, you're ready to take the fight to the evil piercing the streets of Manhattan. Just be ready for the things that go bump in the night to not go quietly.



BASIC SURVIVAL

This city is going under. So you don't go down with it, you need to learn the basics of survival, such as how to move around and fight the monsters. Once you have some sure footing, then it's time to learn about Edward's cool tricks, like weapon creation.

Heads-up Display

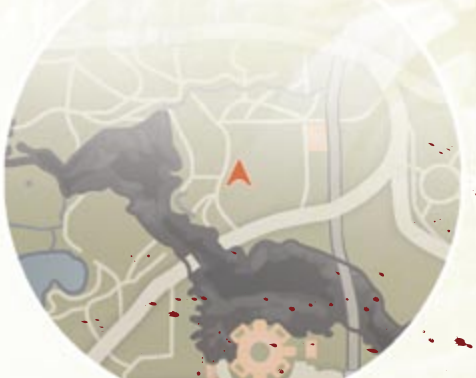
Alone in the Dark does not use a traditional heads-up display. Instead, you only receive the information that Edward would encounter in real time. If Edward approaches an object, you see the available options and get a quick look at the object's attributes. Edward also has a quick-glance version of his map. There is no bullet counter. You must rely on your own senses for that. If there are 10 shots in a full magazine, you must think about how many shots you fired in the last fight. Was it seven? Eight? To prevent unfortunate instances of a dry clip while the zombie-like Humanz bear down on you, always reload when you have a moment to breathe easy.

As for Edward's health, there's no meter. You must use the on-screen color cues to get a feel for the guy's current condition. As the color drains from the screen, Edward is getting closer to the big sleep. To regain health, you must retreat from a confrontation and wait a moment to regain a little stamina. However, to get back to full health, you must find some first-aid materials, like medical spray, to treat your wounds.



1. **Map:** The mini-map gives you a quick look at Edward's immediate surroundings and includes useful orange dots that point out the locations of the next objectives. For a more comprehensive look at the environment, access the full map from Edward's phone via the GPS option. The GPS map shows the exact location of your next objective, as well as other useful information such as the location of potentially salvageable automobiles.

2. **Interactive Object:** When you approach an object you can interact with, such as a fire extinguisher or car door, this circle pops up. If you are next to an object you can pick up and use as a weapon, symbols appear on the outer edge of the circle. An object that can be used as a blunt-force weapon like a club has a small comic book–style icon next to it. If the object can be set ablaze, either as a flamethrower or detonated with a shot, look for a flame icon on the edge of the circle. Some items, like chairs, will show both symbols because they can be set on fire and used as a melee weapon—which is actually a pretty useful combination against the monsters Edward encounters.



There are two possible views when exploring Central Park. You can either witness the terror directly through Edward's eyes in a first-person view or pull the camera back and guide Edward via a third-person view. The choice is yours. Certain situations will call for switching between views. Swinging from a severed electric cable in an elevator shaft demands a third-person view. Gunning down a rampaging horde of Humanz (more on these guys soon) is definitely something for the first-person view. Here's how one scene looks through the two views:



Third-person view shows all of Edward's wounds and gives you better peripheral vision.



First-person view is great for lining up shots and getting a closer look at your surroundings.

Map and Phone



As soon as Edward reaches Central Park, he recovers a mobile phone equipped with GPS. The phone allows Edward to communicate with the survivors he meets, view a complete map of Central Park, and read in-game tips on how to use objects. From the mobile phone's home screen, you have five options:

GPS: This option opens the full map of Central Park with the next objective marked, locations of any nearby cars, and any other points of interest.

Messages: This option shows you the current objective and gives you access to text messages. When you receive an incoming message alert (an envelope appears on screen), check here for new information. It might just save your life.

Dial: Use this screen to dial an important contact. Like 9-1-1.

Contacts: From the screen, you can reach out to any of your contacts like Sarah, Crowley, an ambulance doctor you meet in the park, and the always-helpful Mr. Tips, an in-game list of potential weapon recipes and how-to guides for using items.

Parameters: Use this menu to change the phone options, such as turning off vibration when you receive an incoming message or changing the map properties (e.g., transparency and orientation).

Map of Central Park



Map Legend

- Automobile
- First Aid Kit
- 1 Park Entrance
- 2 The Mall
- 3 Conservatory Water
- 4 Obelisk
- 5 Museum
- 6 Old Castle
- 7 Reservoir
- 8 Brick House

The Moves

Edward is not necessarily superhuman—at least, he doesn't seem that way at first. Maybe some of those repressed memories hold the key to some extraordinary talents. However, he certainly does not possess super speed or the ability to leap over houses. He is a normal man placed in an abnormal situation and must make do with what he's got at the time. And when you first join Edward in this nightmare, all he's got are his two feet and two fists. Using them smoothly and efficiently is a big first step to success—and survival.



Use the left control stick to move Edward. Pressing it lightly in a direction makes Edward inch along. Being cautious like this is good for situations that require a mindful step, such as stepping out across scaffolding. When it's time to put some distance between Edward and something ugly, press the control stick all the way to make Edward break into a run.

Caution

Edward cannot run effectively while injured. If he has sustained heavy damage, he cannot run at all. To get Edward back in marathon shape, apply medical spray or bandages to his wounds.



Edward can jump a couple feet into the air from a standstill. This is usually enough to grab a ledge above him. (Edward auto-grabs ledges. To pull him all the way up, press the jump button again while he's hanging.) To get a little more oomph—either height or distance—break into a run and then hit the jump button. Edward will leap into action. Big jumps are necessary to cross wide chasms. With the underworld evil ripping up streets and buildings, get used to seeing chasms. This dark force is determined to turn the whole island into a gaping maw.

Rappelling



Edward often comes across severed power lines or lengths of chain he can use to scramble up the sides of buildings or safely drop into a hole. When Edward is able to grab a chain or cable, an object circle appears on screen that shows hands on a cable. Press the action button to grab the cable. Now, just press up or down on the left control stick to move Edward up or down the cable. To release the cable, either press the jump button (when you're in front of an opening like forced-open doors in an elevator shaft) or hit the cancel button (when you're near the ground). If you let go of the cable too high off the ground, Edward will fall and take damage. If you are way too high off the ground, Edward will crumple to the floor and you must restart the current sequence.

While climbing or rappelling, Edward can move from side to side or push away from the wall. These techniques are useful for avoiding trouble. While he's scaling a building, crumbling bricks may fall into his path. Just move the left control stick to the left or right to make Edward skitter out of the way. Edward cannot just stay over to one side, though. Gravity will pull the cable back to its center position, and Edward will be pulled with it. While on a cable, Edward also can kick away from the wall. This is a good way to bounce over dangers like exposed vent fans. While pressing down on the left control stick, tap the jump button to make Edward bounce over the obstacle.





Make it easy on yourself by creating a shortcut for drawing your pistol. While holding a rope or cable, press up on the d-pad and then tap the pistol shortcut to wield the gun in one hand while grabbing the cable in the other. Now you can shoot at incoming enemies from the cable.

Sometimes Edward needs to jump from cable to cable. To pull this off, swing Edward away from the cable you want to reach, then swing Edward toward it and hit the release button at the end of the swing. Edward will jump and automatically grab the next cable. You can repeat this move when jumping from a cable to a nearby ledge. Swing away from your target ledge so you can rush toward it with momentum. Jump at the end of the swing and Edward will release, landing on the ledge.

Manipulating Objects



When Edward wakes at the beginning of his evening descent into madness, he has absolutely nothing but the clothes on his back. He must scavenge to survive. While exploring, be on the lookout for anything that can help. When Edward is close to an object he can interact with, a circle with the object appears at the bottom of the screen with the action button highlighted. Pressing the action button picks up the item. If it is an object you can keep, like bullets, it's automatically added to your personal inventory. But if it's something to hold, like a chair or a bat, Edward holds it until you either drop it or it's knocked out of his hands. (And be ready for that—some of the monsters hit so hard you'll swear you can hear Edward's teeth rattle.)



Once Edward picks up an object he can hold, you can manipulate it with the right control stick. Think of the right control stick as puppet strings attached to Edward's hands. Say you have a fire extinguisher in your hands and you need to get through a locked door. You can use the extinguisher to bash through the door by pulling the right control stick toward you to rear back, and then press forward on it to slam the extinguisher against the door. A few solid swings are enough to bash the door down.



Some objects can be picked up and placed elsewhere to use as explosives, such as kerosene tanks. Pick up the item, walk next to a locked door, and then set down the item with the release button. Now, step back and squeeze off a round to detonate it from a distance.

Experimenting with objects is the only way to get out of this city alive. Every object has a function. Some objects are essential, such as fire extinguishers. As you encounter different objects, you will discover personal preferences or see new ways to use the object to your advantage. Here's a collection of things to try out as you push toward the park:



Fire Extinguishers: While holding a fire extinguisher, pull the right trigger to dispense flame-smothering foam. Putting out fires often reveals a new way out of a room.



***Chairs:** Chairs are everywhere. Wooden chairs can be set on fire and used as melee weapons to attack an enemy (like a lion tamer, but replace the lion with flesh-eating Humanz), or they can be used to torch other flammable objects, such as wooden beams.*



***Tables:** Push tables out of the way to get to your destination, or overturn them to use as makeshift shields by pressing the right trigger while holding the edge of the table.*



***Bodies:** Grab a lifeless husk from the floor and drag it elsewhere. Stack up unconscious monsters so you can burn them all at once.*

Behind the Wheel



New York is known as a walking city, but sometimes you just have to get from point A to point B in a hurry. And that's when a set of wheels is useful. One fortunate side effect of the entire city's population being either swallowed or converted into slavering beasts is a sudden availability of automobiles. Abandoned in parking lots and the middle of city streets, many cars are in good enough shape for Edward to use. Some drivers disappeared so quickly they left the keys right in the ignition. Using other vehicles will require stepping into a moral gray area. But considering that the car's owner is likely the monster bearing down on you just as you seek the sanctuary of the vehicle, chances are they aren't exactly concerned with their ride. Feasting on your brains has taken priority.



When you approach a car, you see a car door icon appear in the on-screen circle. If the door is unlocked, pressing the action button opens the door and Edward slides right in. If the door is locked, you need to break the driver's side window. A bullet works magnificently. If you hop in the backseat or the passenger seat, just move to the driver's seat with the left control stick. Once inside the car, use the right control stick to look around. As the center of your view passes over the car's features, you get the option to interact. Look at the sun visor. Press the action key and it drops down. (Maybe the keys are hidden here?) Look at the radio and turn it on to hear a little traveling music.

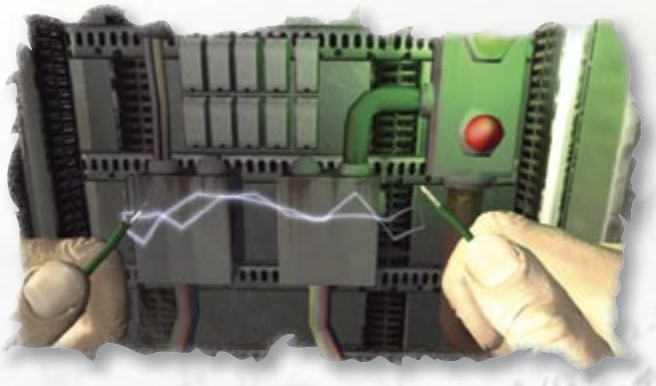


Always check the glove box for useful items. Many drivers keep medical spray, tape, bandages, or batteries in their glove boxes. Harvest these items for your personal use.



If the keys are not in the ignition and they are nowhere to be found in the car itself, then you must hot-wire the vehicle. To hot-wire, look just below the ignition, under the steering column. When the hot-wire icon appears on screen, press the action button. Edward pops open the dash and reaches in to grab a set of wires. To hot-wire the vehicle, you must match up the right pair of wires. Cycle through the wires in each hand with the left and right control sticks. Pressing up or down

on the sticks cycles the wires, which have different colored casings. To test a pair of wires, move the left and right control sticks toward each other. On screen, Edward brings the wires together, too. If the match works, you see a meter appear on screen. When the meter gets to the green zone, squeeze the right trigger to press down on the gas pedal and boost the car.



You will use this same trick with wires outside cars. Some electrical boxes need to be rewired to turn on lights or activate equipment.

CAUTION

Hot-wiring takes time. If you try to escape a rampaging monster by ducking into a car, only to discover you need to hot-wire it, you better come up with a Plan B. Unless you pick the correct wire combo on your first try (and it's random), that Humanz is going to yank you out of the car. Try shifting to the passenger seat to escape out the other side of the car.

Driving



The engine is purring, the tank is full, and you have miles of road before you—it's time to drive. Steering is handled with the left control stick. The right trigger is the gas and the left trigger is the brake. Sounds easy, right? Maybe if you were taking a leisurely Sunday drive along the coast. But you're not. You're in the middle of a Manhattan meltdown. You need to be ready for anything. Anything.





You will drive on paved surfaces quite often, but those situations are not without surprises. During an early driving scene, the entire street is practically exploding inches behind your rear wheels. You need to keep the pedal down. You can drive the car off small jumps and incur little damage, but if you do not execute a solid landing, you can flip the car or send it sideways. While you're trying to right yourself, the street will swallow you like a shark. If you need to negotiate a tight corner, accelerate into it. Hit the brakes and turn into the corner, and then gas out of it. Smooth drifts like this will keep you ahead of whatever horrible thing is in the rear-view mirror.

In the park, you will go off-road. Vehicles take different amounts of damage depending on the condition they're in when you steal them. A new car can withstand serious abuse from a panicked driver. Crashing into a tree while making a fevered getaway will not ruin the car immediately. Several high-speed impacts, however, will render the car useless. So, when you do need to dart off the main street or path, be cautious of trees and rocks. Preserve your rides as long as possible.



You can use cars as cruise missiles in the park, ramming monsters at full speed to knock them out of the way. But some of the Humanz are smart. They anticipate your move and leap into the air, crashing down on the roof or hood. Humanz have the strength to hold tight and tear the car to pieces even while you are driving. They will rip the roof clean off and start punching you. You can try shaking them with some evasive moves, such as braking suddenly or slamming the car into a tree, but sometimes the best choice is just to abandon the car—at 100 miles per hour. Pressing the same button that drops an object releases the wheel. You hang out the driver's side door. Press the button again to roll out of the moving vehicle.

TIP

Use cars as bombs when fighting off the monsters of Central Park. Drive a car into a nest of trouble, step back several paces (big paces), and then aim for the gas filler neck. A couple shots will convert the car into a fireball that incinerates your enemies. This is an awesome—but costly—weapon against the Humanz because they are extremely vulnerable to fire.

Fighting Back



Sometimes your enemies are too numerous or too fast to avoid—you must engage. Fortunately, although these brutes and beasts have the edge in strength and numbers, you have the upper hand when it comes to using weapons. And, you learn their weakness very soon after the nightmare begins. All of the monsters unleashed by the evil—the Humanz, the moving fissures, the creatures—are weak against fire. They simply cannot withstand this most primal of forces. And since you can manipulate objects, you can exploit this weakness when fighting off the monsters.

Melee Attacks

Although you have a gun that keeps you at a safe distance, you do not have an endless supply of bullets. And bullets are not always the best weapon against these menaces, especially since it's actually fire that finishes off the monsters. (You can combine fuel with ammo to create fire bullets that can destroy a monster for good—but we'll go over making those in the Being Inventive section of this chapter.) You must use whatever objects you can pick up to swing at the monsters. Chairs. Axes. Bats. Garbage cans. It's all fair game tonight.



To attack a monster with a melee object, approach it much as you would when trying to bash down a locked door. You must swing the object with the right control stick. To swing an object, move the stick to the left and then quickly press it to the right. Edward will hold up the object and then swing it on screen. If it connects, you do damage to the monster (and hear a very satisfying wet thud). Keep swinging until the enemy drops to the floor. You also can try an overhead blow, something that is very effective with an actual weapon like a found bat or sword. Press the right control stick up and, in one motion, quickly move it down. Edward will bash the monster over the head with the object.



The only way to permanently destroy a monster is with a fire-based attack, but these beasts cannot just weather a zillion blows, either. After several hits, a monster will drop to the ground. How long it stays there depends on a few factors. The big Humanz will claw their way back up after just a few seconds, especially after the first time you knock them down. A second knockdown keeps them on the floor for a while longer, giving you the opportunity to exploit their fire weakness or to get out of the area ASAP.



Once a monster is on the ground, set it on fire! Light a chair in a nearby flame and hold the burning chair over the corpse.



The Humanz have physical weak spots: fissures in their skin. If you can hit these weak spots with fire, the creatures are reduced to ash within seconds.

TIP

Fire solves many problems with the monsters, so try to always have on hand something flammable like alcohol or an aerosol can of something that burns. You can skip the beating part and go straight for the kill if you have the goods to make an impromptu flamethrower.

RANGED ATTACKS

Sometimes you want to keep these guys well beyond arm's length. Understandable. That's when a found gun comes in handy. Edward turns out to be a pretty crack shot with a sidearm. Is this a clue to his past? To fire the gun, you must first equip it from your inventory screen (see the Inventory section of this chapter). This moves the view to first person and puts a red targeting dot on the screen. Use this dot as a guide for your shots. To shoot the pistol, squeeze the right trigger. Every pull of the trigger fires. Press the cancel button to manually reload when the coast is clear.



In addition to using the gun, Edward can attack from a distance by throwing items at the monsters. This is when you really get to use all those explosive items you've found in cabinets or on the ground. You can throw a bottle of fuel at monsters by equipping it from the inventory screen in one hand while placing the pistol in the other. With both items equipped, squeeze the right trigger to show the arc of the thrown object. Release the trigger to throw the object. Time slows for a second as the object flies through the air. Edward takes aim at the object in flight. Pull the right trigger to shoot the object and make it explode.



CAUTION

If you wait too long to shoot, the thrown object will just fall to the ground—well out of your reach to pick up again. Or if you threw a glass bottle, it will just shatter. Watch the arc carefully and make your shots count.

INVENTORY



Much of Edward's survival depends on your ability to scavenge useful items from the city scene and use them effectively to solve puzzles and fight rampaging monsters like Humanz. Every item you pick up is added to your inventory, but—just like in real life—you only have so much room to carry stuff. Making smart decisions about which items to keep and which to discard (and when to do either) is almost as important as being a good shot with a pistol or a superlative driver.





Edward keeps his items inside his jacket. When you press down on the d-pad, Edward looks down and opens his jacket to reveal every item he carries. Items are stashed on both sides of the jacket. The left side of the jacket holds supplies, such as tape and flashlight batteries. The right side of the jacket stores the more incendiary stuff, like bottles of fuel and flares. Medical spray, which is essential for survival, is also kept on the right side of the jacket. There are only four pockets in the right side of the jacket to store items, while the left side of the jacket holds several. In the center, tucked against his shirt, Edward keeps a pistol and a flashlight.

To select an item from your inventory, press the left control stick toward it. To scroll through your items, move the stick in an arc to the right or left. Once an item is highlighted, select it. You can choose to equip it to one of your hands, drop it to make room for another item, or combine it with another item to craft a new weapon. There are many "recipes" for item creation—a list of possible inventions appears later in this chapter.

NOTE

Most dropped items can be picked up again—they don't just vanish into the ether.

CAUTION

Skipping ahead in chapters forces you to jettison most items in your inventory, save for your gun and flashlight. You lose all medical equipment, flammables, and supplies. So think carefully before jumping forward in the story—you'll have an immediate disadvantage.

Shortcuts



Assigning shortcuts is a good way to make quick inventory changes without having to take your eyes off the danger at hand. You can assign up to four shortcuts from the inventory screen. To create a shortcut, equip your hands with the objects you want attached to the shortcut. For example, equip the gun. (This is an essential shortcut.) Next, press up on the d-pad to open the Shortcut menu. Press one of the four face buttons on your controller to assign the shortcut. Now, when you are not in the inventory screen, you can just press up on the d-pad and tap one of the four shortcuts to instantly call up the desired object or weapon. This is a great way to have quick access to a Molotov cocktail or a makeshift flamethrower.

Items

While exploring the city and the park, you will come across thousands of items. In garbage cans. Inside cabinets. On the ground. Next to bodies. Inside cars. Many items have obvious uses, such as a glowstick for lighting up a dark room. But some items seem useless without context. An empty plastic bottle? What use is that? Only after you combine the bottle with something else does it become an essential piece of equipment. Here are some of the items you will find in your adventure:

Supplies

Flashlight: The flashlight lights up dark areas. You can use it independently just to look around, or attach it to your shoulder so you can use other items while still illuminating your surroundings. The flashlight consumes batteries.

Batteries: Collect boxes of batteries to keep your flashlight functional. When the flashlight is low on power, combine the batteries with the flashlight to recharge it.

Bullets: Look for boxes of bullets so you can keep firing the pistol. You can store more than 100 bullets in your jacket.

Double-sided Tape: By itself, this tape serves little purpose. It is essential, though, for combining some items.

Handkerchief: These cloths make perfect fast-burning wicks in Molotov cocktails.

Containers and Flammables

Plastic Bottle: These bottles can be filled with fuel or alcohol and thrown as bombs. They bounce off surfaces, making them great for bank shots.

Glass Bottle: Breakable bottles are essential for creating Molotov cocktails, but they also can be used alone as bombs.

Mosquito Spray Can: Combine the rattle can of mosquito repellent with the lighter to make a flamethrower.

Anti-rust Spray Can: Combine the anti-rust spray with the lighter to create a makeshift flamethrower.

Blood Bag: Most monsters have a taste for blood, so throw this blood bag away from you as a lure or cut it open with a knife and create a blood trail to lead creatures either away from or toward you.

Glowsticks: Snap these items to create a portable, temporary source of light. You can either carry them or drop them on the ground after snapping them.

Emergency Flares: Flares create longer lasting, brighter lights than glowsticks.

Tip

Many of the bottles—both plastic and glass—you find are already full of a flammable liquid. However, should you only have access to empties, you can fill them up on your own. Pierce the gas tank of a car with the pocketknife or screwdriver, and then hold the bottle in the stream to fill it. Simply equip the knife in one hand and the bottle in the other and approach a car's tank. Use the on-screen action button to fill up the bottle.

Note



When you look at a bottle full of fuel on the inventory screen, there is an explosive rating next to the item name. This rating indicates how powerful an explosion it will make if you throw it and shoot it or use it as a bomb. Every time you use the fuel in the bottle for an invention, the rating decreases. If you throw a bottle with very little fuel in it, the resulting explosion will not be very effective against the monsters—although it will still take out a smaller threat.

Tools

Lighter: The lighter is used to ignite the wicks of bottle-based bombs or flammable objects. It does not run out of fuel.

Knife: The knife is used to pierce gas tanks or cut open blood bags.

Screwdriver: Use the screwdriver to pierce a bottle, blood bag, or gas tank.

Medical Supplies

Medical Spray: Medical spray is used to treat light to medium wounds. It also can be used with the lighter as a makeshift flamethrower.

Bandages: Bandages are essential to treat severe wounds, like deep gashes. Bandages also can be used as slow-burning wicks in bombs or Molotov cocktails.

Caution

Using medical spray as a flamethrower consumes the contents of the can quite quickly. You better make sure you finish off whatever is attacking you; if you run out of medical spray and you're still under attack, you won't be able to treat any resulting wounds.

Heal Thyself

After finishing a battle or escaping an accident (make sure you don't shoot those gas-filled bottles too close to your head), you need to treat your wounds. To heal yourself, you must have at least one can of medical spray, typically found in a first-aid kit. If you are low, look inside restroom facilities. You will often find medical spray inside kitchen cabinets and glove boxes, too. Once you have medical spray, press right on the d-pad to start treating those wounds. Edward will look down at his closest wound. Pull the right trigger to spray it. Once the wound is treated, move on to the next wound with the right control stick. Repeat on each wound until everything has been treated or you run out of medical spray.



If you ever suffer a serious injury, you need more than medical spray to treat the wound. A deep gouge or severe cut requires bandages. Enter healing mode by pressing right on the d-pad and pulling the right trigger to wrap the wound. If you do not have bandages, you must find some within 10 minutes. Should you fail to locate any bandages before then, you will bleed out and die. The timer counting down to total expiration appears in the lower-left corner of the screen.



Being Inventive



Combining items to create new weapons is not only important for fighting back the advancing horror, but it's also just a lot of fun. You could experiment in the game to come up with new recipes, but why risk ruining items? Here are some surefire weapon recipes to get your creative juices flowing:

Fire Bullets: Combine fuel with your gun to create these fiery rounds. If you can shoot one of the Humanz right in the fissure with a fire bullet, you can take it out with just a single shot. You must combine fuel with each clip of bullets. If you run out of fire bullets, you will just have regular bullets the next time you reload.

Molotov Cocktail: Stick either a handkerchief or bandage in the top of a fuel-filled bottle. Now, put the Molotov in one hand and lighter in the other. Light the Molotov and throw it. If you are using a glass bottle, the Molotov will explode on contact, spreading burning alcohol everywhere. If you use a plastic bottle, the Molotov will bounce off a wall or monster and not explode until the wick burns down. This is useful for throwing a bomb into a tight space and then making a getaway before it goes off.

Sticky Bomb: Put double-sided tape on a plastic bottle filled with fuel. Throw the bottle against a wall or monster. It will stick. Now, back away and shoot the bottle to make it explode. You cannot use a glass bottle for this weapon—it will just shatter on impact.

Sticky Molotov: Use double-sided tape on a Molotov cocktail made from a plastic bottle. Light the wick and throw it against a surface or a creature. When the wick burns down, it will explode and damage whatever it's touching—and whatever is around it.

Glowstick Bomb: No material for a wick? Wrap a bottle with double-sided tape and attach a glowstick to it. Throw the bottle. When it hits a surface, the glowstick will snap and the chemical reaction will ignite the makeshift bomb.

Bomb: This is a particularly devious weapon. Tape a box of bullets to a fuel-filled bottle or a Molotov cocktail. Throw the bottle. When the bottle explodes (either on impact or when the wick runs down, depending on whether you used a plastic or glass bottle), the explosion sets off the bullets. The exploding bullets create a huge blast radius, damaging everything within several meters. That includes you, though, so make sure you put some serious distance between you and this weapon.

Spectral Vision

Edward has some latent special powers that he can awaken while fighting evil. While exploring Central Park, the epicenter of the horror consuming the city, you will discover special roots pushing through the ground or walls. These roots appear on the maps as fuzzy circles full of what looks like the white noise you see on your television at 3 a.m. When you step into the zone surrounding the root, your view goes askew. Things get blurry. Wavy. And it will not clear up until you destroy the root in the immediate area. Every time you destroy one of these roots, Edward gains Spectral Vision. The more roots you destroy (you must burn them), then stronger this power becomes.



Spectral Vision allows you to see what should be unseen. Your first taste of this power allows you to close your eyes and see a faint hint of the fissures on the monsters. (To close your eyes, click down the right control stick. Each "click" is a blink.) While your eyes are closed, you can see the fissures well enough to take a shot at them. If you have fire bullets, this is a great way to pick off enemies with a single shot. As your power grows stronger, though, the fissures appear much brighter. Eventually, you will see them with your eyes open, making it much easier to take out your enemies.

There are lots of roots in Central Park. After completing certain events in your adventure, more of these roots appear on your map. You do not need to eliminate all of them to complete the game, but you must take out enough of them to improve your Spectral Vision to the degree you can see fissures and secret symbols. Secret symbols? Let's not get ahead of ourselves here. Wouldn't want to spoil any surprises right off the bat.

Blackout



It's difficult for Edward to get his bearings when he wakes from some sort of induced slumber. He's on a bed, held prisoner in some hotel by two men who seem distrustful of each other and increasingly agitated over something that's seemingly gone wrong with their plans. Edward has no idea how he fits into their machinations, and it's doubtful he'll receive any answers from these unsavory characters. When the two notice Edward has come to, they turn their attention away from their bickering and toward their quarry. Although Edward has no clue what's happening to him or where he is, he knows that he must regain his faculties as soon as possible and hatch some sort of escape plan.

Sequence 1

The first sequence opens with Edward on the bed. Things are hazy, and they aren't going to get any better for the first few minutes. You must rely on the basic shapes of people and objects to feel your way. But before there is any chance to plot an escape from these men, Edward must pick up whatever information he can from overhearing their conversation.



When the pair realizes that you are awake, they immediately turn their attention to you. Your eyes begin to focus. The more sinister looking of the two props you up in the bed and blinds you with a flashlight, returning your vision to poorer conditions. A third man enters the room. Crowley? Was that what you heard the other two thugs call him? Crowley orders his associates to frog march you to the roof and get rid of you. Apparently, you have already served your purpose in some strange scheme and are now wholly disposable. You have no choice but to obey those commands by getting out of the bed and starting down a nearby hallway. Crowley's second is right behind you, presumably with a gun pointed at your back. Follow the thug's commands in the halls, such as "Through the door" and "Left, now!"



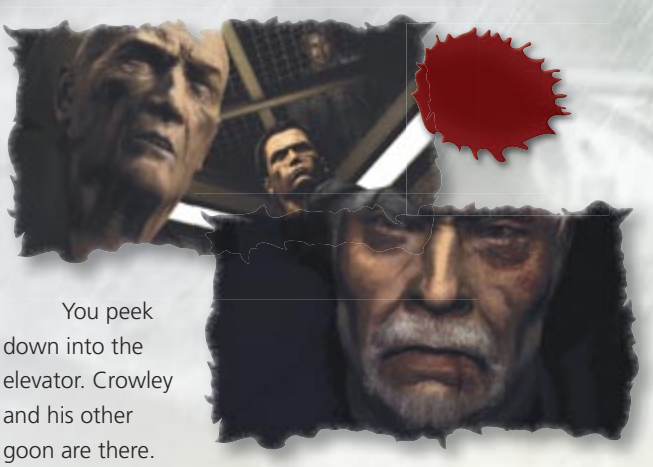
Something happens during the march, though. With your vision still unfocused, you cannot tell what's happening, but you can tell that there's blood everywhere. At least you are now free of your captor. Make the most of this escape opportunity. Enter the door on your right and stumble toward the light at the end of the corridor. Eventually, you reach a small wash station. As you approach the mirror over the sink, your regain your 20/20.



WHAT EDWARD SEES AIN'T PRETTY. HE'S OBVIOUSLY BEEN THROUGH BETTER TIMES, AND THAT NASTY SCAR ON THE SIDE OF HIS FACE IS A COMPLETE MYSTERY TO HIM—JUST AS MYSTERIOUS AS HIS ENTIRE IDENTITY, WHICH IS NOW LOST TO HIM.



FROM THE MIRROR, WALK ALONG THE CATWALK THAT TRACES THE TOP OF THE ELEVATOR SHAFT. THERE IS NOISE COMING FROM THE ELEVATOR ITSELF—HUMAN VOICES.



You peek down into the elevator. Crowley and his other goon are there. But they are joined by another man, Theo, who has been knocked to his knees. He's an older man and his face betrays displeasure with his company. Though he is not with Crowley, he is part of his plan. And that plan has something to do with the stone pendant Theo's wearing around his neck. Crowley wants Theo to use that stone to unlock some sort of power and become something called the "Light Bringer." How do you fit in with an old man and a stone? No idea. To get some answers, you better keep listening.



WHAT WAS THAT? A FISSURE LEAVES A SCAR ON THE WALLS OF THE ELEVATOR SHAFT. IT MOVES LIKE AN ANGRY SERPENT—THRASHING DOWN TOWARD THE ELEVATOR CAR. AND IT WHEN IT GETS THERE, IT FEEDS ON CROWLEY'S MAN, PULLING HIM THROUGH THE FLOOR OF THE ELEVATOR TO SOMEPLACE NO HUMAN WOULD EVER WANT TO LAY EYES ON.

SEQUENCE 2



The elevator drops, leaving you on a catwalk. The only way down the elevator shaft is via a safety cable. Walk around the catwalk and climb the nearby ladder. You start to hear a woman's voice. She's panicking, but you cannot help her just yet—you need to look out for *numero uno* right now. There is a switch at the top of the elevator shaft to the right of the ladder. Activating the switch drops a long cable down the shaft. Grab the cable and start descending. Slowly.



The descent is treacherous. Broken gas lines erupt in flames.



As you ease down the shaft, you must carefully "walk" around the flame bursts by scrabbling left or right depending on the blast. Jump over the spinning fan blades in the center of the shaft. If your feet touch the fans, you risk losing your grip.





Several feet down the shaft, a severed electrical cable crackles. The exposed end of the cable dances along a metal grate, turning it into a deadly electric fence. There's enough voltage running through that grate to barbecue a cow in seconds. The grate is too tall to jump over, though. Instead, scramble to the left (just above the grate) and push the cable toward a piece of metal jutting out of the wall. You need to hang the cable on that metal shard so the exposed end no longer touches the grate. Swing from right to left until you gain enough momentum to push the cable over the edge of the metal. Now that the grate is no longer electrified, continue to rappel down the shaft.



THE FISSURE RETURNS. IT RUSHES DOWN THE WALL, BLASTING OPEN ONE OF THE ELEVATOR DOORS. JUMP THROUGH THE OPEN DOOR AT THE BOTTOM OF THE CABLE.

Once you're back on fairly solid ground (the building no longer feels entirely stable), the voices resume. Walk through the nearby door. There is a woman on the other side, and she's in a total panic. (Who wouldn't be? The walls in this place are apparently alive—and hungry.) She is trying to help a man trapped behind the locked door she's pounding on. She asks you for help. Walk through the wrecked door to the right of the locked door and push a table out of the way to reach a fire extinguisher in the next room.







GRAB THE FIRE EXTINGUISHER IN THE CORNER OF THE ROOM SO YOU CAN PUT OUT THE RAPIDLY SPREADING FLAMES.



JUST POINT AND SHOOT TO EXTINGUISH THE FLAMES. HOLD THE NOZZLE STEADY AND SWEEP THE FIRE, SMOTHERING IT WITH THE RETARDANT FOAM. MAKE SURE EVERY HINT OF THE FIRE IS OUT. IF THE FLAMES ARE STILL LICKING THE FLOOR EVEN A LITTLE, THE FIRE CAN QUICKLY REGAIN ITS FULL STRENGTH.

The man on the other side of the door is relieved to see you. But the door is still locked. Holding on to the fire extinguisher, heave it into the door several times, splintering the wood. When the door has been shattered, step back and let the separated pair reunite. They immediately stick close to their new hero and follow you when you walk down the next hall, still wielding the fire extinguisher. (If you dropped it, go back and pick it up.)





PUT OUT THE FIRES IN THE HALLWAY. THE SECOND FIRE HAS ALREADY BURNED A HOLE IN THE FLOOR, SO TAKE A FEW STEPS BACK AND MAKE A RUNNING JUMP ACROSS THE GAP. FALLING TIMBERS SEPARATE YOU FROM THE OTHERS, BUT YOU CERTAINLY WON'T BE ALONE FOR LONG.





THERE'S A FALLEN COP IN THE NEXT HALLWAY. SALVAGE HIS DROPPED PISTOL. A GUN—THAT'S SOMETHING TO BE HAPPY ABOUT ON THIS TWISTED NIGHT. USE THE GUN TO SHOOT THE LOCK ON THE NEXT DOOR AND STEP THROUGH.

TIP

Now that you have a gun, assign it to a shortcut by pressing up on the d-pad while checking your inventory. Pick any of the four face buttons on the controller. Having the gun always at the ready is critical for the multitude of do-or-die situations you will find yourself grappling with tonight.





IT'S ONE OF THOSE FISSURES! THE LIVING CRACK RACES ALONG THE WALLS, CLOSING IN ON YOU, BUT A BURNING TIMBER SWINGS FROM THE CEILING AND SLAMS INTO THE FISSURE. THE FISSURE ERUPTS INTO FLAME AND BURNS ITSELF OUT WITHIN SECONDS. THERE'S SOMETHING TO REMEMBER: THE FISSURE—AND WHATEVER IT CAN CORRUPT—ARE EXTREMELY VULNERABLE TO FIRE.

NOTE

You got lucky with this fissure. Future encounters will not be so easy. These ravenous fissures are some of the toughest "creatures" you will encounter in a city with a rep for already hosting some pretty vicious characters.

Creature Compendium: Fissure



The fissure is the first manifestation of the evil that is starting to consume the city. Fissures can travel across any surface, horizontal or vertical. And they can vanish at a moment's notice in one spot and appear in another without warning. The fissures attack by swallowing their prey. So far, the humans you've seen grabbed by the fissure were unable to fight back. But if you are ever snatched by the fissure, you have the ability to resist. Follow on-screen prompts to ride out the fissure and hopefully pull yourself free. Every second you are in the fissure's grip, though, you take damage. If the fissure seizes you long enough, you will die.

The fissure's weakness, as you've seen, is fire. In this first instance, luck was on your side. But in future fissure encounters, you must take the initiative. You must either lure the fissure into a fire, direct it there yourself while "riding" it, or somehow burn it with any of your items. If you know when a fissure will strike (and you'll always have advance warning thanks to this guide), you can ready an assault with a Molotov cocktail or fire bullets. It's easiest to throw a makeshift explosive at the center of the fissure. Just make sure there is enough fuel in the bomb to cover a wide area. A small pop may not be enough to affect the fissure.



The next room is quiet. As the sheriff in any respectable Western might say: too quiet. Walk to the left side of the room and inspect a small cabinet. Inside, Edward finds three useful items: medical spray, a small box of batteries, and double-sided tape. Take all three.



Immediately use the spray to heal your wounds. Look all over your body with the right stick. Whenever your eyes fall on a cut, pull the right trigger to seal it with the spray.

Caution

Heal wounds as soon as humanly possible. You cannot run effectively when badly injured, and there is always something to run from in this adventure.





After healing up, check out the crack in the corner of the room. You can see a sliver of the New York skyline through the hole in the wall. The second you peer outside, though, the building starts to collapse. The floor above you crashes down. A man appears in a doorway, motioning you to follow him. As you approach the door, a backdraft explodes behind the man and throws him through the splintering walls.



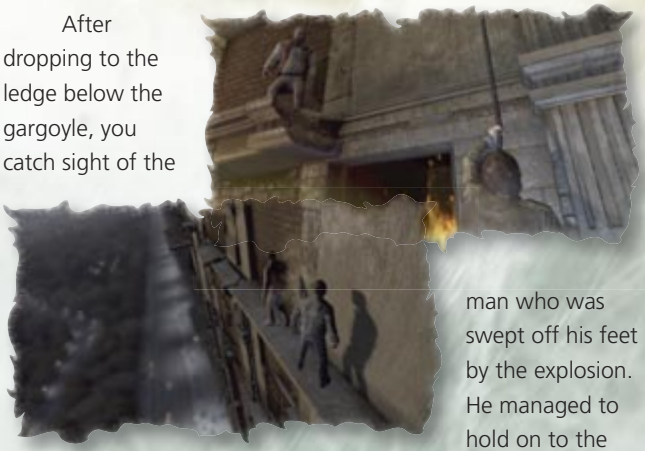
The room continues to collapse, sending you tumbling. Fortunately, you grab one of the gargoyles on the building's facade at the last second. The front of the building, badly damaged, is falling apart. And unless you make a move soon, you will surely be knocked from this Gothic perch within moments.

Sequence 3

The face of the building is sliding off, like a scab over a healed wound. The street is several stories down, so one false step will end this night before you can get any of your questions about Edward or the "Light Bringer" answered. You must scramble up the front of the building as it falls away, finding a way back inside the slightly more stable structure. Once inside, you can

plan an escape route to the ground level and get out of the building before it completely collapses.

After dropping to the ledge below the gargoyle, you catch sight of the



man who was swept off his feet by the explosion. He managed to hold on to the ledge above you. He points out a nearby cable and tells you to climb it. Grab the cable and shimmy up to the ledge. Swing to the left and jump off the cable to land on the ledge. Follow the man along the ledge to the left side of the building.



Falling debris strikes the ledge, shattering it under your feet. The man falls to his death in the street below while you hold on to the fragments of the ledge with your fingers.



Whoa! As you slide to the right, an explosion rockets a car up the face of the building, further damaging the remnants of the ledge. Keep moving to the right after the car falls back down and then pull yourself up at the widest point of the ledge.

Jump up and grab the ledge above you. It's too narrow to pull yourself up, but you can move back to the left. Watch out for falling debris. If you're tagged by the bricks, you will lose your grip.



NOTE

If you are ever knocked off balance or your fingers slip because of being hit by debris, you have a slight chance to recover before falling. Press the on-screen button prompt to recover.

When you reach the thick ledge, drop down. There is another severed electrical cable to the left. Grab it and start to climb. Don't climb to the top, though. Climb up so you are just below the broken gargoyle. Next, swing out to the left. You must get momentum to reach the ledge on the left, so swing back and forth a couple times to get a good, wide arc going. At the left-most point of the arc, jump out so you reach the ledge. Once you drop onto the ledge, the building shakes. Fiery timbers drop down and block the way to the next ledge.







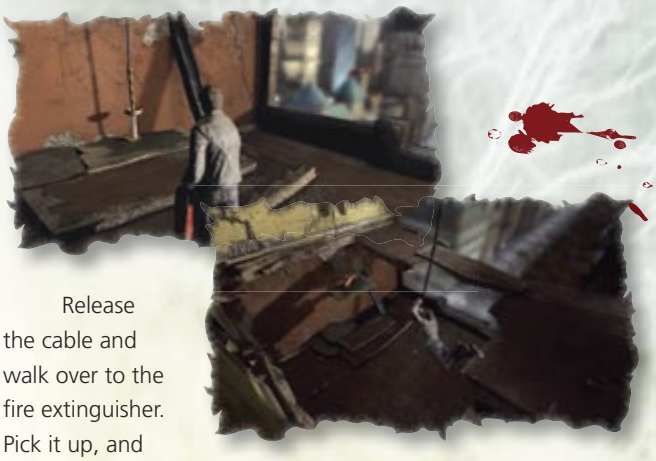
Jump up and grab the fractured ledge above you. As you shimmy to the left, though, be ready for the face of the building to crack and slip away. Keep moving to the left. You need to jump off the left side of the falling wall before it completely breaks away from the building. There is a ledge below you can jump to.

SEQUENCE 4

Ducking inside the building offers a brief respite from the crumbling outside, but it's no cakewalk either. The inside of the building has been rocked with explosions and quakes, reducing entire floors to rubble. You must figure out a way to climb the interior of the building without the aid of simple solutions like, well, stairs.



Enter the building via the open door on the ledge. A swooping camera follows you inside the building and shows you that you must find a way to the doorway on the ledge above you. The inside of the building, however, has no stairs. The two floors are separated only by cracked ceiling fragments. You must find a way to put out the flames in the corner of the room to escape. There is a fire extinguisher on the floor beneath you, but you cannot hold it while climbing up a cable. So, how do you get that fire extinguisher to the flames? Start by jumping down to the level with the fire extinguisher. Leap out to the cable in the center of the room. It lowers you to the floor, but raises a small metal platform on the other side of the room.



Release the cable and walk over to the fire extinguisher. Pick it up, and then drop it off on the metal platform. Now, turn around and walk to the opposite side of the room. There are a few small ledges you can climb to reach the floor you were just on before jumping down. At the top of the ledges, jump out to grab the cable again. As you fall, the platform rises and deposits the fire extinguisher on the level with the flames. Bingo. Now climb back up the small ledges and grab the fire extinguisher.



Extinguish the flames to reveal a ledge low enough to jump to. Leap up and then pull yourself up to the next floor. Walk through the door.

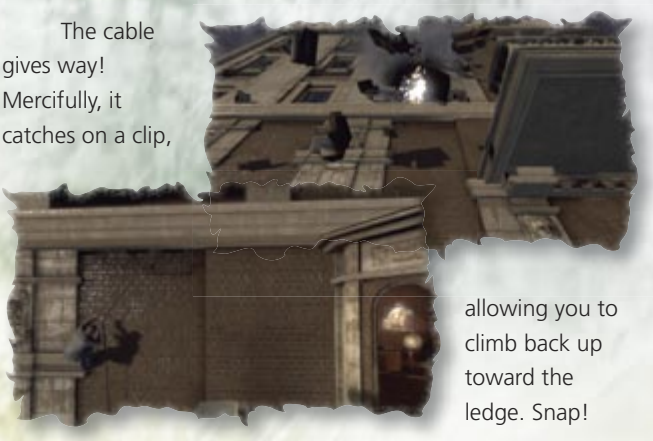
NOTE

You must put out all of the flames. If you leave even a small patch of fire, it will rage back to life.



Outside, grab the electrical cable on the left and start climbing the face of the building again. As you climb, the woman from earlier pokes her head out of the window above you and tries to flag you down. She climbs out of the window to the ledge beneath the cable. Keep climbing toward her.

The cable gives way! Mercifully, it catches on a clip,



allowing you to climb back up toward the ledge. Snap!

It gives again as an explosion rocks the building. Debris plummets down the face of the building as the cable drops. And drops. It goes taut in front of the open room you were just in with the fire extinguisher. When the cable stops moving, start climbing again. The woman keeps scooting across the ledge above you as you climb. Hopefully, you can reach her at the top and find your way out of the building together. Climb straight up to reach a balcony beneath the ledge where the woman was shimmying.



JUMP OFF THE CABLE TO THE BALCONY AND SLIP INSIDE THE ARCHWAY TO MEET UP WITH THE WOMAN.

SEQUENCE 5

Finally, you've survived the sliding face of the building and found another survivor. Don't breathe easy just yet, you still need to find a way out of the building before the whole thing shakes itself to pieces or is consumed by the various infernos on several floors. Should those fires ever converge, this building will go up like matchstick. Soaked in gasoline. Dipped in turpentine.

As you walk into a small study inside the building, the building shudders again. This thing is going down soon, so it's time to pick up the pace. The exit to the study is locked, and there is no sign of a key anywhere. The woman stands aside, giving you plenty of room to bash down the door. There are several objects on the floor of the room, such as a wastepaper can,



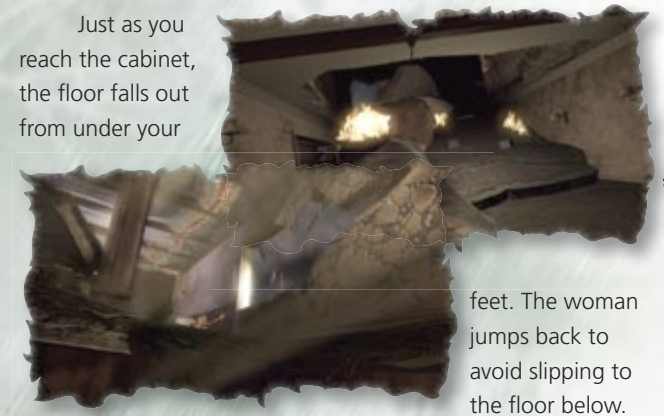


you can pick up and use as a battering ram. As you break through the door, the woman warns you about the walls. She's seen them move. And it's chilled her to the core.



AFTER YOU BREAK THROUGH THE DOOR, THE WOMAN FOLLOWS YOU INTO THE NEXT ROOM. CHECK OUT THE SMALL CABINET IN THE CORNER.

Just as you reach the cabinet, the floor falls out from under your



feet. The woman jumps back to avoid slipping to the floor below. But now she is trapped. She crumbles to her knees, hopeless. She starts sobbing. But there is no easy way up to her. And it won't make a difference anyway. She may not see it yet, but one of those fissures is slithering toward her. It winds around the walls, ripping through the plaster. By the time she sees the fissure, it's too late. It circles under her, opening a hole, and then drags her into the darkness. Her screams go silent as the fissure vanishes, temporarily satisfied with its capture. Alone again, you must find a way out of the room.



Grab the gray desk in the corner of the room. Push it to the wall with the fissure trail. Slide the desk flush with the wall and then release it. Jump on the desk and then hop up so you can grab the lip of the floor above you. Pull yourself up. Watch out for the flames and crackling electrical arc jumping from the exposed cables. Walk to the right side of the room and jump up to the narrow ledge. Holding on with only your fingers, start shimmying to the left.



SHIMMY TO THE FAR END OF THE LEDGE UNTIL YOU ARE STOPPED BY EXPOSED REBAR. PULL YOURSELF UP INTO A CHILD'S BEDROOM. CREEPY.



WALK AROUND THE CRIB AND LOOK FOR THE FUSE BOX ON THE BROKEN WALL. ACTIVATE THE SWITCH IN THE FUSE BOX TO SHUT DOWN THE JUICE RUNNING THROUGH THE EXPOSED CABLES. NOW, JUMP DOWN TO THE SAFE SPOT ON THE FLOOR BELOW YOU.



When you walk to the edge of the floor overlooking the city, you catch sight of a security guard. The guard sees you and motions you to him. Unfortunately, there's a shattered floor bathed in darkness between the two of you. To make your way over to him, you must find something to illuminate your path. As you walk to the corner of the broken room, another crackling electrical cable drops from the ceiling. It flashes past a damaged gas line. The sparks ignite the gas, creating a jet of fire. For once, fire is about to serve you instead of sunder you.



Grab one of the chairs on the floor and walk over to the flame jet. Use the right control stick to lift the chair and hold it in the fire. The wooden chair ignites. The chair burns slowly, so you can use it as a torch to make your way through the darkness. The makeshift torch reveals that the floor beneath your feet is in worse condition than you thought. There is a path to the security guard, but it snakes around the room. Keep holding the chair low, and carefully step along the path.



NOTE

You have been healing yourself whenever you take any sort of damage, right? Without any enemies to fight in this episode, you do not need to reserve any medical spray to use as a flamethrower. Keep yourself in tip-top shape instead.



CAUTION



The path narrows, so watch your step. If you slip off the path, you can climb a cable back up to the path. You just need to go get another chair to light your way.

When you reach the edge of the path, the guard encourages you to drop the chair and jump the narrow chasm between the two of you. Release the chair (and don't step on it by accident or you'll take damage),





and take a few steps back. Run toward the edge and jump toward the guard. You automatically reach out and grab the lip of the floor beneath the guard. Pull yourself up to talk to the guard and figure out a way out of this building.

TIP

Always try to coordinate running jumps. You cover much more distance if you put a little speed behind your jumps.



Hey, there's that woman who was swallowed by the fissure. The guard identifies her as Anna. How did she escape its clutches?



She looks like she was spit out, actually. On purpose. And poisoned by the fissure's influence. Anna kills the guard and then turns her eye to you.



Anna approaches slowly, her face splintered by the fissure and painted with pure malice. She speaks, but not in her own voice. Whatever has taken hold of her knows you. The voice tells you that you were once its "most perfect puppet." As Anna closes in, you see the fissure marks on her face. They look like living scars. Wait, you have a giant scar on your face. Were you once under the control of whatever is driving these fissures to tear up the city?

Episode Closure

What did you learn about Edward in this first episode? He's been taken prisoner by somebody named Crowley who is not possessed of benevolence. The last time you saw Crowley, he was shooting down an elevator shaft with a man named Theo Paddington. Theo had a strange stone pendant around his neck that had something to do with a ceremony. Crowley also mentioned something about a "Light Bringer." What (or who) is that? Is Theo this so-called Light Bringer? And what connection do you have with Theo? Before the elevator vanished down the shaft, Theo called out to you, and did so by name. So, this Theo obviously knows who you are—and if he survived the fall, maybe he can answer some of these questions.

But first things first. Right now, you're staring down a creature of the fissure. Anna was swallowed by a fissure but relinquished as some sort of host for its evil. When Episode 2 begins, your first test is to defeat Anna before she makes you look ugly by comparison. Will this first fight tell you anything about yourself? Do you have a killer instinct? Or are you just an ordinary guy being tried by an extraordinary situation? Find out in the next episode of *Alone in the Dark!*

QUESTIONS



In the newest episode of *Alone in the Dark*, we rejoin Edward as he confronts one of the "survivors" of the fissure, Anna. Anna has been consumed by the force behind the fissure, and she speaks to Edward in a voice not her own. She growls at Edward, taunting him with his forgotten memories. Edward must escape this building before it completely collapses, but the way out is obviously through Anna. Does Edward have the skills to fight off this creature masquerading as a human being? And if he is more adept at killing than expected, is that a crucial hint to his real identity? Find out the answers, and dig deeper into the mystery by playing through this episode.

SEQUENCE 1

You are cornered. Anna dispatched the security guard with ease, and now she has her sights trained on you. As the building burns around you, Anna knocks you to the floor and challenges you to fight. If you want out of this building before you become a permanent fixture, you better find a weapon and take the fight to her.



As soon as Anna follows you down, grab the closest object possible and start swinging. There is a chair nearby that's good for a couple immediate blows. Lock on to Anna with the left trigger so you always face her as you move around the room. While closing in, swing the chair to the left and then quickly slam it to the right. The legs break off across Anna's chops, knocking her to the ground. After she falls, drop the chair (if it hasn't already shattered) and hightail it to the other side of the room.

Episode 2



There is a decorative sword on the ground next to the toppled television. That's the best weapon to take Anna to her knees.





Use side-to-side slices to send Anna reeling. When she's regaining her footing, hold the sword over your head by pressing up on the right stick and quickly bring it down. Two or three of these severe blows will knock her out completely. Anna may crumple to the ground, but she's not out of the fight. The fissure gives these monsters incredible strength. Left alone for a few seconds, they will rise again. To completely destroy Anna, and all creatures affected by the fissures, you must set them on fire.

CAUTION

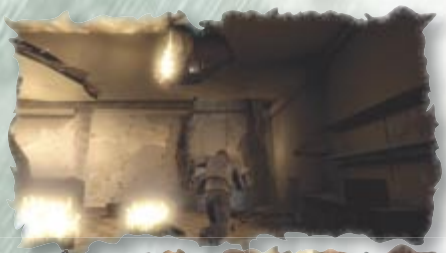
Don't leave Anna alone on the floor for more than a few seconds. She regains her strength quickly and immediately goes back on the attack.



Grab one of the chairs and hold it in the kitchen flames to set the legs on fire. Now you have a burning melee weapon, perfect for torching Anna.



Whether Anna is still on the ground or has scrambled to her feet, just hit her across the body with the burning chair. Anna is instantly consumed by the inferno and is reduced to ashes.





Anna may be done for, but you aren't too far behind unless you get out of this burning room. Drop the burning chair and run for the cable dangling down in the kitchen. Grab the cable and climb up to the hallway. As you walk forward, an explosion rips through the corridor. A swinging piece of structural debris knocks out the walls and then sways side to side like a fiery pendulum. Wait for the debris to swing wide and then jump over the gap in the floor.



Drop down to the floor below you on the other side of the gap.





As soon as you land on the floor below, you hear another female voice. Somebody is trapped in the elevator. Pick up the nearby fire extinguisher and use it as a battering ram to break through the elevator doors. Three good swings are enough to push out the doors and open a path into the elevator shaft. The woman is stuck in the car one story below you, so walk out on top of the car. You automatically jump through the hole in the car's roof to meet Sarah.



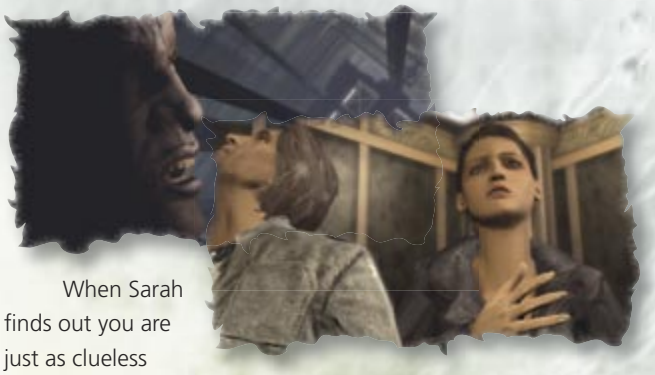
Crowley is on the first floor of the building. He's still alive. Why isn't he under attack from the creatures?



Hello, officer.



Meet Sarah Flores, art dealer. An extremely unlucky person.



When Sarah finds out you are just as clueless about the disaster as she is, she panics. Her rescuer is as useless as she is. (Thanks for the vote of confidence, lady.) Sarah starts shouting again, unaware that there are creatures alive in the building and all she's doing is alerting them that dinner will be down in a moment. As the two of you bicker, one of the creatures picks up the scent and speeds down the elevator shaft. The cable holding the car breaks, though, under the creature's weight and sends it plummeting to the bottom of the shaft. You may have escaped that danger, but when those doors open, your celebration is cut short.

SEQUENCE 2





The doors are stuck, so you must give Sarah a boost up to the hole in the roof. Walk toward her and press the action button to hoist her up. Jump up and grab the edge of the hole and pull yourself up once she's out of the way. Follow the catwalk to the next elevator car and drop through the hole in the roof. The elevator doors are open down here. Just as you prepare to exit, the officer you just saw a moment ago drops lifelessly in front of you. The room goes dark, save for the flickering flames on the far side of the chamber and the small cone of light coming from the officer's dropped flashlight.

Episode 2



Pick up the officer's flashlight and a box of bullets. Use the flashlight to see around the room.

Using the flashlight to find your way, walk to the right of the elevator doors. There is an open doorway leading up to some stairs. The stairs are a dead end, but look on the shelf to the right. A glowstick and plastic bottle of fuel are on the shelf. (Perfect—you now have the materials to construct a glowstick bomb, if you're so inclined.) Before leaving the stairs, equip the gun. You're about to need it.



Creature Compendium: Ratz



Ratz are skittering insect-like monsters hatched from small hives. These fast-moving menaces zoom across the floor on four pointy claws and have enough leg strength to leap into the air and slash away at your face. Because Ratz are small, approximately the size of a cocker spaniel, they can move through tight quarters such as vent shafts and attack without warning. Ratz also can use their claws to hold on to ropes or cables and descend into areas. Extremely nimble as they are, Ratz cannot do too much damage in a single strike. They jump, slice, and then retreat for a moment before repeating the attack.

Some Ratz also spit poison at their prey. This poison is not lethal, but it does cause blurred vision. When struck by poison, your first-person view is gunked up with a green haze. You must blink repeatedly to wash the poison out of your eyes. Press the right control stick several times to blink away the goop and restore your vision.

Like all creatures loosed by this madness, the Ratz are vulnerable to fire. Because they do not have fissure marks on them, fire bullets are not necessarily the best attack. Instead, torch the Ratz with a makeshift flamethrower, such as a rattle can of anti-rust spray. And whenever you see Ratz, check the area for a nest. As long as the nest thrives, it will spit out a parade of Ratz. Destroy the nest with fire. If you are close to it, just opt for the flamethrower attack. If you spot it from a distance, though, use a flammable like a Molotov cocktail to dispatch it before it releases too many Ratz.



Sarah starts yelling about moving shapes in the darkness. She's spotted some Ratz. These little monsters are fast, but at least not terribly dangerous. Two or three attacks from the Ratz may slow you down, but will not endanger your life. Still, you must take out these little beasts before moving on, so equip the pistol and use the red dot to guide your shots.

NOTE

There is no nest for the Ratz in this chamber, but always be on the lookout for one in the future.

Keep the flashlight on so you can actually see the Ratz. There is plenty of juice in the batteries, so don't worry about the flashlight blinking out anytime soon.





Shoot the Ratz from a modest distance. Long shots may miss, especially since the Ratz have a split second to jump when they hear the sound of the gun firing. It takes two bullets to dispatch the Ratz.

TIP

Even if the Ratz do not do too much damage, always heal up after an encounter. Untreated minor damage can turn into a real problem if you stumble into a situation with a real aggressor, like one of the giant Humanz.





With the Ratz down, it's time to get the lights back on down here. The fuse box is in a small side room, so back away from the elevators (walk toward the flames) and then look right. Walk behind the counter and open the door. Against the back wall of the small room is the fuse box. There is a small blinking red light on top of it in case you miss it in the darkness. (You still have your flashlight out, right?) Approach the fuse box.



HOLD THE TWO WIRES CLOSE TOGETHER (BUT DON'T LET THEM TOUCH!), AND THE ELECTRICITY WILL JUMP BETWEEN THEM. A FEW ARCS IS ALL IT TAKES TO GET THE LIGHTS BACK ON.



Uh-oh. Sarah looks up toward a disturbance in the ceiling.



Above the chandeliers, a crack develops in the plaster. But this is not a fissure. Instead, one of the Humanz punches a hole through the ceiling. His face and arms are carved with the same kinds of fissures you saw on Anna. The evil is starting to release more and more of its prey. And these monsters, these Humanz, are hungry for the taste of blood. You must protect Sarah from the brute.

CREATURE COMPENDIUM: HUMANZ



HUMANZ ARE UNFORTUNATE NEW YORKERS SWALLOWED UP BY THE FISSURES AND SPIT BACK OUT TO WREAK HAVOC. THE HUMANZ COME IN MANY FORMS, FROM LITHE YOUNG WOMEN TO BRUTISH CONSTRUCTION WORKERS, BUT THEY ALL HAVE A SINGULAR GOAL: CONSUME THE LIVING. THE HUMANZ ATTACK WITH THEIR FISTS AT FIRST, BUT YOU WILL SOON MEET VARIETIES OF THESE MONSTERS THAT THROW SHARDS OF METAL AND GLASS OR STRIKE WITH A FROG-LIKE TONGUE FROM GREAT DISTANCES. THE HUMANZ MAINTAIN A HERD MENTALITY. IF ONE SPOTS YOU, YOU CAN BE SURE THAT ANY OTHERS IN THE IMMEDIATE AREA WILL SOON FOLLOW. AND WHILE THESE MONSTERS CAN DISH OUT SOME PRETTY HEAVY DAMAGE WITH THEIR PHYSICAL BLOWS, THEIR NUMBERS POSE THE GREATEST DANGER. IF YOU ARE SURROUNDED BY THREE OR MORE HUMANZ, IT'S EASY TO CRUMPLE UNDER THE MIGHT OF THEIR REPEAT BLOWS.

HUMANZ ARE VULNERABLE TO FIRE. THEY SIMPLY CANNOT SURVIVE A DIRECT BLAST OF FIRE. MERCIFULLY, THERE ARE PLENTY OF METHODS FOR DOUSING THESE BEASTS WITH FLAMES. THE EASIEST WAY TO GET RID OF THE HUMANZ IS TO LAUNCH A MOLOTOV OR SOME OTHER PROJECTILE ATTACK INTO THEIR MIDST. ONE PLASTIC BOTTLE OF FUEL UPSIDE THE HEAD IS ENOUGH TO BRING DOWN EVEN THE TALLEST OF THE HUMANZ. IF YOU CAN THROW A FULL BOTTLE OF FUEL INTO THE CENTER OF A GROUP OF ADVANCING HUMANZ, YOU CAN ACTUALLY TAKE THEM ALL OUT WITH A SINGLE HIT. IF YOU HAVE ANY AEROSOL CANS, YOU CAN DROP THE HUMANZ WITH A MAKESHIFT FLAMETHROWER. YOU HAVE TO GET CLOSE ENOUGH TO HIT THEM WITH THE FLAME BURST, AND THAT CAN LEAVE YOU OPEN TO ONE LAST PUNCH BEFORE THEY WITHER UNDER THE FIRE.



HUMANZ ARE COVERED WITH FISSURE MARKS, PHYSICAL PROOF OF THEIR CORRUPTION, AND THOSE ARE THEIR ACHILLES' HEELS. IF YOU CAN POP ONE OF THOSE FISSURE MARKS WITH A SINGLE FIRE BULLET, THE MONSTER WILL VANISH IN A FLASH OF IMMOLATION. IT DOESN'T MATTER HOW MUCH DAMAGE YOU HAVE DONE UP TO THAT POINT. IF THE MONSTER IS AT FULL STRENGTH AND RUNNING AT YOU WITH HULKING FISTS RAISED, ONE GOOD SHOT IS ALL IT TAKES TO TURN IT INTO ASH.



While the Humanz approaches the side room you are in, look against the back wall of the room. There is a fallen security guard on the floor, but next to him is a nightstick. Grab the nightstick and exit the room. When a Humanz approaches, swing for the fences. Beat that Humanz until he crumples into the corner and no longer moves. Once he's down, you need to burn him to finish the job. You have several options, such as toasting him with a makeshift flamethrower, roasting him with a burning chair, or popping one of his fissure marks with fire bullets.



After the Humanz is down, check out the locker in the side room. Grab the anti-rust spray, flashlight batteries, and extra bullets. Use that spray to torch the Humanz.

TIP

Grab a fire extinguisher to the right of the flames at the far end of the room. Extinguish the fire in the staircase next to the elevators to find another anti-rust spray can.





After beating down the Humanz, join Sarah at the locked door across the room. This is the way down to the garage, which seems to be the only way to escape the building because there's a raging inferno in front of the main doors. There is a control box next to the door. The number pad is smeared with blood, but that gives you a clue about the combination. Three numbers are bloodied. Punch in this code to open the door: 9-4-3. The door swings open. Sarah asks you to go down first and check things out. Oblige her.



Crowley's thug who was swallowed by the elevator is down there. And he gives you five across the eyes just for showing your face.



The thug stumbles to the top of the stairs. He taunts and teases about all the questions you must have. But to get any answers, he says you must die. No deal.





The thug attacks, and his left hook is mean. It's enough to drop you to your knees. A trio of those shots is enough to put you on the brink of death, so back up immediately and start looking for a weapon to use against this creep. Your gun is not the best option. There are chairs on the floor you can use to beat him senseless. You also can use the nightstick from the first Humanz attack. Or check out the fires at the end of the room. There is an axe down there that is perfect for carving up this monster.

CAUTION

If this guy manages to beat you so hard the scene goes black and white, retreat. You're close to death. Find a corner far away and quickly apply some first aid.



ONCE THE THUG IS DOWN, EITHER TORCH HIM WITH ONE OF YOUR SPRAY CAN FLAMETHROWERS OR SET A CHAIR ON FIRE AND HOLD IT AGAINST HIM. AS SOON AS THE MONSTER VANISHES, YOU CAN SAFELY HEAD DOWNSTAIRS.



USE THE FIRE EXTINGUISHER AT THE BOTTOM OF THE STAIRS TO PUT OUT THE NEARBY FLAMES AND CLEAR A PATH TO THE GARAGE. OPEN THE DOOR AND STEP OUT TO SEE A FAMILIAR FACE. AT LEAST, YOU THINK IT'S FAMILIAR. IT'S HARD TO BE SURE OF ANYTHING TONIGHT.

SEQUENCE 3

You've just beaten back two of the Humanz and lived to tell, but there's no time to relax. This building is coming down. You must find a way outside, and the garage is your best bet at this point. It looks like somebody else had the same idea, though, and didn't make it too far. It's Theo, the man Crowley was snarling at in the elevator. He might have some answers for you, but first you have to get the three of you out of this building.





Theo is relieved to see you, even if you have no idea who he really is. But he's a friendly face, and that's a rare currency tonight. Theo tells you he managed to evade Crowley and hide down in the garage, but he is afraid that Crowley will pick up his trail any minute now. When Theo realizes you do not remember him, he introduces himself: Theophile Paddington. And he's also at the center of this mystery. According to Theo, you were part of a ritual that wiped out your memory. Unfortunately, there is no time for Theo to fill you in completely. You must escape the building and Crowley's clutches long enough to follow something Theo calls the "Path of Light."





Join Theo and Sarah at the car. Approach the driver's side door. It's locked, so you have to break the window. Use your gun to shoot out the window. It takes two shots—one to splinter the glass and the other to shatter it. As soon as the window is open, you can reach in and unlock the door. Climb into the driver's seat, and the group will follow suit. As soon as everybody is in the car, though, Humanz break through the garage door in front of your car. You must either figure out a way to get this car moving or get out and attack the Humanz.



Time to hot-wire the car. If you are fast, you can jump the car before one of the Humanz yanks you out of your seat. Look below the steering column to bring up the hot-wire option.



If you are pulled from the car, use the fire extinguisher or other objects from the garage floor to batter the Humanz into submission.



Hold the two green wires together and squeeze the right trigger when the meter reaches green to start the engine.



Hit the gas and roar forward, following the garage as it winds around.



The road collapses out from under the car, dropping you to the lower level. Steer around the debris, and keep following the garage.

Episode 2



The fissure erupts along the walls. Follow it to the right and drive up the ramp to the reach the upper floor of the garage.



When you see the broken floor in the road ahead, floor it to jump the gap.

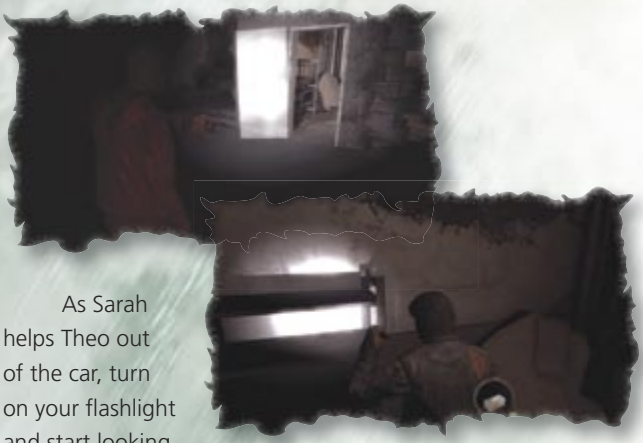




Humanz wander the garage up here, but you are safe in the car as long as you do not slow down. Keep the pedal down and steer into the Humanz, smashing them into the grill and tossing them aside. As you round the last corner in the garage, drive straight into the flames in hopes of escape. Unfortunately, the floor collapses and your car drops into the darkness. After a moment of silence, you hear Sarah pulling Theo out of the car. The vehicle is crushed. You must find another way out.



The fissure prevented your escape, leaving you deep in the garage. You must lead Sarah and Theo to safety, so switch on your flashlight and start looking for another set of wheels. And keep your ears open for the low rumble of the fissure itself. The thing is still out there, circling the building and ripping apart its foundation.



As Sarah helps Theo out of the car, turn on your flashlight and start looking for anything that can get you out of this place. Check behind you. There is a utility room in the darkness. When you enter the room, you stumble upon a lighter. Pick it up—this is a key tool you will need for the remainder of the evening, should you last that long. Inside, check the shelves for more flashlight batteries. Once you have both of these items, Sarah has pulled Theo free of the car.

NOTE

If the flashlight ever runs out of batteries, remember that you can use objects like chairs or bats as makeshift torches to see your way in the dark.





Stand over the gas rivulet streaming away from the car, and use the lighter to set the gas alight. The fire rushes into the gas tank and detonates the car, clearing away some debris. You can now explore the rest of the garage.



There is a working taxi on the far side of the garage door with the huge gash. You cannot lift the door, though. You must clear the wooden beams away from the passage to the right. Unfortunately, the beams are tightly wedged into the passage.

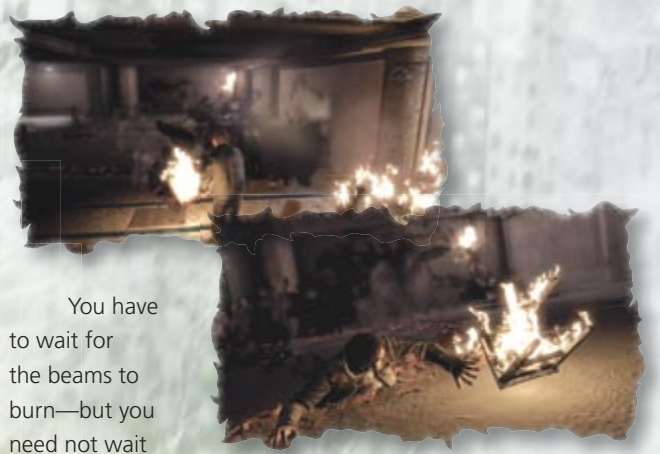




As you walk into the darkness, brandishing your flashlight, watch out for fire. As the building shakes, flames drip into the garage. When the flames set the abandoned cars on fire, take several steps back. You only have two or three seconds before the fire reaches the gas tanks and the cars explode. After the two burning cars explode, step back into the garage and inspect the white car in the middle of the lane. There is a can of medical spray in the glove box. Take it and heal any wounds you may have.

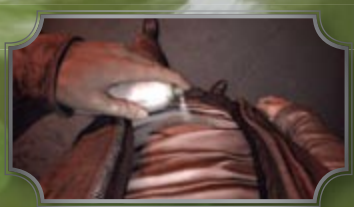


Solution: Burn the wooden beams. Either turn one of the nearby chairs into a torch and light the beams or use a makeshift flamethrower from one of your spray cans. The flames immediately crackle and start burning through the wooden beams.



You have to wait for the beams to burn—but you need not wait alone. The fissure returns, circling the floor under your feet. If you are fast and have the means, run away and then turn back to throw a Molotov cocktail on the fissure. If it gets a hold of you, though,

TIP



Out of space in your inventory already? Use the medical spray you already have and then drop it. Now, pick up the full container so you have a good stock.

you are in for one wild ride. The fissure pulls you down and starts dragging you around the garage. Each second you are in the fissure, you take damage. You must fight back. Follow the on-screen prompts to "ride" the fissure. If you hit the prompts, you can steer the fissure into one of the fires and burn it up. If you miss too many prompts, the fissure squeezes the life out of you and you must start the sequence over.



By riding the fissure successfully, you can steer it under a bit of falling flame. The fissure coughs you up as it immolates.



Run through the now-open passage to spot the taxi cab. Sarah and Theo will follow you.

TIP

Before getting in the cab, be sure to heal your wounds from the fissure.



SEQUENCE 4

You survived your first encounter with the fissure, but more out of luck than anything. Be assured that the next time the fissure strikes, you won't have fortune on your side. Now it's time to get Sarah and Theo (and yourself) to safety. The cab in the garage is apparently still workable—the headlights are on. Everybody needs to climb inside and get their seat belts on, because you're in for one wild ride.



The keys are still in the ignition—no need to hot-wire this taxi. Turn the key and hit the gas.

TIP

You were lucky this time but, in the future, always check behind the sun visor for a spare set of keys.





Drive through the two garage doors and follow the ramp to the surface. You better hurry, because the whole building is shaking like a leaf in a hurricane. Plaster and cement crack. The ground starts to open up, and the ceilings crumble. Hit the gas and drive through the door at the top of the ramp to escape the building before it collapses.





When you pull out on 59th Street, just south of Central Park, you see that the whole city is being torn apart by whatever evil is coming out of the park. The streets are buckling, tossing cars and buses into the air like children's toys. Fissures are shearing away the faces of skyscrapers, sending them to the street while people run for their lives. Panic has taken hold of the city. And within minutes, those innocents will be swallowed by the chaos and madness that Theo admits to having unleashed.



It all has to do with that stone. Theo has it. Crowley wants it. But there is no time for Theo to explain exactly what the stone is for. Whatever is under the surface is trying to get out, and it's heading your way. The street behind you is churning and shattering, so hit the gas and try to get out of its way before it consumes the three of you.

Sequence 5

The city is under attack, but not from above—from below. You must drive hard to keep ahead of whatever is tearing apart the streets behind you. If you slow down for even a second, you risk being swept down into the growing abyss. You must somehow get to Central Park, but as long as that "thing" is chasing you, you have to put survival first and shortcuts second.

CAUTION

If you fail and the taxi drops into the widening chasm, you must start the entire sequence over.



Drive straight down the center of the street, approaching a wide left turn on the far side of the parked fire truck.



Throw the wheel back to the right to whip around the two right turns as the ground starts to collapse to your left. Watch out for the cars driving toward you as they attempt to flee the destruction.

TIP

Pump the brake and then hit the gas to drift around corners while maintaining control of the cab.

Episode 2



The street falls away to the left, and a huge crack starts swallowing trucks straight ahead. Hit the gas!



Jump the gap in the pavement as you watch the top floors of a high-rise fall into the street. Keep the gas down as you fly through the air so you hit the ground and peel away at full speed.



Drive over the rising crack in the street and turn left to straighten out the taxi. You are now on the left side of Central Park.



Steer around incoming cars and small bits of street debris. Stick to the center of the road to avoid having to make any sudden turns and risk spinning out. The street is still falling away behind you, so you cannot afford to lose any time straightening out the car.



Buildings start to fall into the street. Avoid incoming traffic and cars thrown into the air by the buckling pavement. Steer around the debris by swinging over to the right side of the street.



Another building collapses into the street. Think fast—either drive through the hole in the building on the left or up a ramp on the right. If you hit the center, you will come to dead stop and the abyss will take you.



The entire right side of the street falls away. Steer to the left and up the newly created embankment.



At the end of the street, steer to the left and take the wide arc. Watch out for stalled cars in the middle of the road as cracks develop in the asphalt.

CAUTION

If the cab is ever struck by debris or another car, but not brought to a complete halt, you have about two seconds to right the vehicle and slam down the gas pedal.



Look for the stalled-out green car and steer around it off to the left. The road narrows as both sides of the street are ripped apart.

NOTE

Traffic retains the same patterns no matter how many times you attempt this sequence, so look for markers like the green car or a parked bus to indicate what's about to happen next.



Once you pass the parked semi, get ready for a hard right turn. Spires poke through the street, forcing you to change course. Turn right!



When you drive beneath the theater marquee, turn left and drive through the playground.



Episode 2



Turn right after the swing set and drive down the center of the street. Each side of the road is ruined by the cracks. Explosions light up the sky, hurling buses overhead.



Follow the taxi into the mall. While the taxi is crushed by falling debris to the right, you must drive up the stairs.



The street is split in two, so turn right at the green awning. Parked cars make this a narrow street, so stick to the right and drive through the scaffolding that blocks your way.



No way out! Drive through the windows on the second floor overlooking Central Park to escape the carnage on the street.



Continue down the street, avoiding trucks. The spires rip up the street ahead, so you are forced to drive into a mall.

Episode Closure

When the cab crashes to the ground, you are finally inside Central Park. Sarah and Theo stumble from the taxi. Theo finally hands over the stone to Edward and tells him to meet him inside the museum in Room 943. And then Theo does something unimaginable. He raises a pistol to his temple and fires, taking his own life. Theo's body crumples to the ground as Edward and Sarah look on in horror. How can you possibly meet a dead man inside a museum? And now that Theo is dead, where will Edward get any of his needed—and deserved—answers?

There is no time to wait. Edward is badly hurt. There is no chance he can reach the museum, which is approximately 30 blocks away, without getting medical attention. But where will you find a doctor? Every ambulance in this city is probably either crushed under debris or attending other victims. The only hope is to push deeper into Central Park, now completely isolated from the rest of the city, and hope against hope that time is on your side.

Painful Answers

Although the trio made it into Central Park, where the supposed "Path of Light" begins, Theo has just shot himself in front of Edward and Sarah. The shock of his sacrifice rattles Edward and Sarah, and they are not quite sure of the meaning of his cryptic final request to meet him in Room 943 at the museum in the park. The only way to get an explanation is to find the door to Room 943 and see just what lies on the other side. But first things first. The accident has left Edward badly hurt. He's losing blood. And if he doesn't get immediate medical attention, the secrets of Room 943 may remain lost to the ages. Will Edward and Sarah make it to the museum? Who—or what—will be waiting for them?

Sequence 1

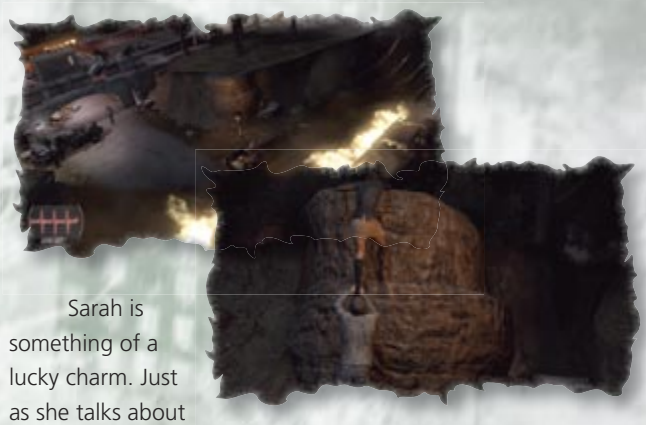




Blood pools around Theo's head as Sarah freaks: What is going on here? Unfortunately, you have no answers for her, but the stone Theo handed over before his untimely demise is obviously the key. Too bad Theo didn't also give you a bandage or something, because there is a deep gash on your arm and you are losing entirely too much blood to survive for very long. Sarah insists on getting you medical attention, but where?



As soon as the episode starts, a timer appears in the lower left corner of the screen. It starts with seven minutes on the clock. That's how long you have to at least stop the bleeding before you die.



Sarah is something of a lucky charm. Just as she talks about you needing medical attention, an ambulance creeps across the bridge overhead. She will chase it down for you, but you need to lift her up to street level so she can give pursuit. Follow her to the edge of the bridge near the street lamp and hoist her up. You do not have the strength to pull yourself up, though. She tells you she will get the ambulance to stop and to wait right there. She runs off into park to stop the ambulance, leaving you alone. There is a beeping noise nearby. It sounds like a cell phone.

Episode 3



Approach Theo's body next to the overturned taxi. His cell phone is on the ground next to him. Pick up the phone to answer it. Guess who's on the other end?



It's Crowley, and he knows you have the stone. That means he must be close by, but he's not revealing himself just yet. The fissures are too eager to get you, and he does not want to risk being taken down with you. Instead, he will follow you as you seek out your own set of answers. And when the time is right, Crowley will show his face. Crowley does leave you with one warning: that stone is about to make your life—at least, what's left of it—a whole lot more unpleasant.



Check out the phone. The home screen shows your next objective: call 9-1-1 ASAP. However, take a moment and read through all of Theo's messages. You can check Theo's diary entries—those fill in his relationship with Crowley. Crowley presented himself as something of a businessman to Theo in hopes of getting access to his research. But their tenuous friendship dissolved. There is also an entry dated eight years ago about a mysterious man with a scar on his face and a strange stone pendant. Apparently, he was a rough character. Could that be you? There is also an entry about Central Park. Check it out—Theo was on to something with the park's true origins.

TIP

Be sure to read through all of Mr. Tips' entries. (He's a shadowy-looking character with a snap brim hat.) Mr. Tips has all sorts of useful information about the items you find and how to use them.



Use the dial function to call 9-1-1. It relays you to Dr. Hartford.

Dr. Hartford is the medic in the ambulance. He tells you he is currently attending to the wounded and, since you can at least still use a phone, you're in better shape than most. He advises you to find a restroom. There is likely a first-aid kit inside the restroom that will have the treatment materials needed to stanch the bleeding. As soon as you hang up, the closest restroom appears on your map. Follow the orange dot on the map to locate the facility.





After orienting yourself with the map, run between the

burning cars and look for the restroom. It's on a slight incline just beyond the cars, near the edge of the park. Luckily for you, it wasn't consumed by the abyss. Enter the restroom and raid the overturned cart next to the sinks. There is a plastic bottle there, some bullets, and handkerchiefs that double as wicks. Now, it's time to locate the first-aid kit.



The first-aid kit is in the back room of the facility. Look against the far wall. Open the first-aid kit and take the medical spray and the bandages. As soon as you nab the bandages, Dr. Hartford sends you a text message telling you to how to apply them. (Press right on the D-pad to enter healing mode. You will automatically be holding the bandage.)



Wrap the bandage around the wound to stop the bleeding—and stop the clock.



Now, open the nearby locker and take out the bullets and the plastic bottle filled with fuel. You need the materials for a bomb right now.

Sequence 2

Okay, the bleeding has stopped, but you still need real medical attention. Sarah has likely flagged down the ambulance by now, so you need to catch up with her. However, you cannot follow her up the ledge by the bridge. You must find another way into the park to meet her and Dr. Hartford. And that will send you straight through the looking glass.





After pocketing the stuff from the locker, you need to deal with an electrical cable blocking the door behind you. Shoot the cable ties above the door with your pistol. The slack drops the cable out of the way; now you can enter the main part of the restroom. Turn to the broken wall. You can see the park through the cracks. You must break through this wall to continue through the park. Prep your bomb. You can opt to throw the plastic bottle or use one of your extra medical sprays.



Stand back from the wall. Throw the bomb and wait until it reaches the wall. Pull the trigger and blast it wide open.

Episode 3



When you step through the wall, the camera pulls back to reveal just what the evil has done to the city. Sprawling before you is a twisted mass of steel and cement, snaking into the depths of the abyss. The hole in the earth dives deeper than you can see. One false step and it will hungrily swallow you whole. You must navigate this snarled cityscape to pass through the lip of the abyss and re-enter Central Park.



You must jump to the cable on the right. Watch out for the Vampirz, hungry bat-like beasties that try to take you out.



Draw your gun and shoot the two cable ties above you to stretch the cable farther down the cliff.

Creature Compendium: Vampirz



Vampirz are wicked little monsters that rarely travel alone. These winged menaces swoop in and bite you with sharp fangs before fluttering away. They are tough to take out because they move so fast, which is why avoiding them altogether is sometimes a better option than direct confrontation. The Vampirz use their numbers to attack en masse. If they are strong enough in their numbers, they can actually work together to lift an entire car off the ground with their wing power.

Like other creatures of the abyss, the Vampirz are vulnerable to fire. Blasting them with fire bullets is possible, as is throwing a bottle into their midst and then shooting it. The resulting explosion will take out of a few of the flying frights. A makeshift blowtorch is another option, but that means you have to risk letting the Vampirz get close. And since they work together, you may only get one or two of them before the swarm takes enough bites out of your hide to send you down for the big sleep.



At the bottom of the cable, shoot through the window with your pistol and drop into the sideways house.







Keep dropping until you reach the bottom (watch out, that last window leads straight into the abyss), and then look out toward the dangling bus. Jump out to the checkered floor. Walk across the checkered floor and jump down until you reach the landing beneath the bus. Walk under the bus and then jump up to grab the bottom of the bus door. Pull yourself into the bus. Stand still for a moment and look around.





The bus is perfectly balanced on some construction wreckage. If you disrupt the balance too abruptly, the bus will slide off the wreckage and fall into the abyss—taking you with it. You need to maintain the balance by moving the bodies on the floor of the bus to compensate for your weight as soon as you walk to the front of the bus. Grab the woman at the front of the bus and drag her to the back. The bus will teeter backwards, but that's good. Now, drag the man in the blue shirt farther back. You want all three bodies in the bus lying in the back half. Now, you can walk to the front door of the bus and hop out without the bus dropping into the chasm.





Press the button next to the door to release it. Step off onto the tiled surface.



When you drop to the next platform, one of the bodies rises from the ground.



It's one of the Humanz. Pick up the baseball bat and start laying into the monster. As soon as you knock the thing senseless, you need to burn it. Instead of torching it with a spray, grab one of the chairs on the landing and light it in the fires. Burn the body, but hold on to the chair. Another Humanz jumps up on the landing. Swing the burning chair at her. The first contact with the flames incinerates her.



More Humanz! Keep swinging that chair. Bat at the monsters with the fiery chair to reduce them to cinders.

Episode 3



The final Humanz rises—and he's a beast. If the chair has burned out or shattered, grab the baseball bat again and knock the brute into the flames.



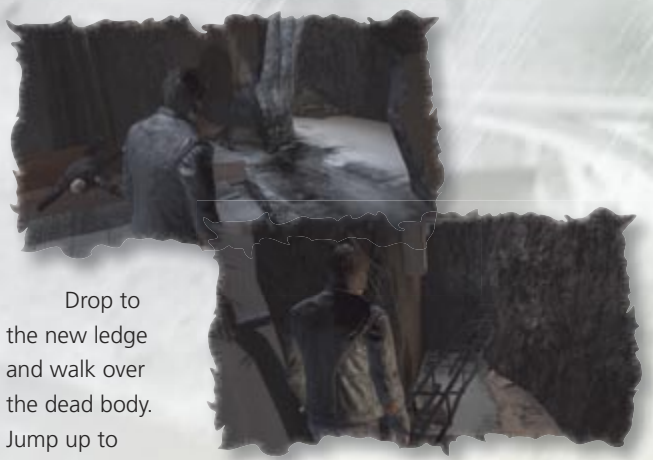
Dead end? Look up at the door on the "ceiling." Equip your pistol and shoot the lock off the door. The door opens, dropping debris, another body, and a cable into the bathroom.



After all the Humanz are down, a car drops into the abyss, knocking away some debris and opening a new path behind you.



Climb up the cable. At the top of the cable, jump up to the narrow ledge. It's not wide enough for you to stand, so you must shimmy along by your fingers to the right.



Drop to the new ledge and walk over the dead body. Jump up to the next room, puling yourself to the wooden surface. Jump to the lip above it and shimmy out over the abyss. When the ledge widens, pull yourself up. Finally, walk out across the bent scaffolding to reach a bathroom. Watch out for the falling body!



As you pass under the car, it slips, knocking you off balance. Press the on-screen prompt to reach up and grab the ledge again with both hands. Now, pull yourself all the way up. The only way to keep moving up is through the car, so climb into the backseat.



Looking straight ahead, move to the driver's seat. There are usually bullets and a medical spray in this glove box, so grab them if you need them.

Climb up the next cable to scale the cliff. At the top of the cable, you spot a nest of sorts—a writhing sac that's likely full of evil. The sac blocks the way out of the water-filled chamber. Jump down into the water. If you do not have anything to throw at the sac, pick up one of the floating plastic bottles of fuel in the chamber. Stand against the far wall of the chamber and look up at the sac. Equip the bottle and your gun. Throw the bottle at the sac and shoot it just as the bottle reaches the membrane. The explosion burns away the sac, revealing a hidden ladder. Climb the ladder to enter the sewers under the park.



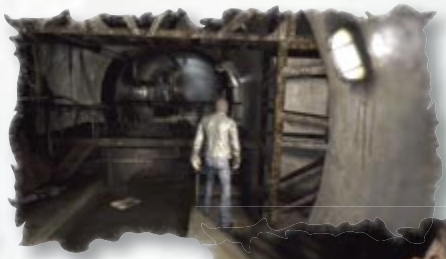


TIP

Before leaving the chamber, grab as many plastic bottles as your inventory will hold. You can use that fuel to make fire bullets or throw additional bombs.

Sequence 3

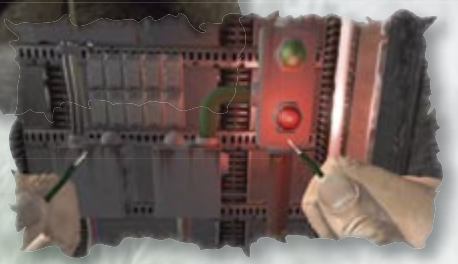
You've escaped the cliffs, but the sewers under the park are sure to be just as dangerous. With electrical cables turning water-logged chambers into execution chambers and a dark funk seeping through the shadows, you need to keep your wits about you. You're almost to the surface, where you can get that needed medical attention from Dr. Hartford.





After you walk several steps into the sewer, the phone beeps. It's Crowley. He wants to make a deal with you. And to entice you to accept, he dangles your last name in front of you: Carnby. But then he cannot help himself—he taunts you with hints and innuendo about horrible, depraved things you did prior to losing your memory. The line goes dead, leaving you still with far more questions than answers.





After hanging up, walk deeper into the sewers. A small quake knocks loose some electrical cables. One of them drops in the water farther ahead in the tunnel. If you even touch the water, you'll be cooked like a Christmas goose. You have to turn off the power so you can keep progressing through the sewers. Jump across the water and access the fuse box on

the wall. Hold the two wires together to short out the system and kill the power to the cable. Now you can safely wade into the water.



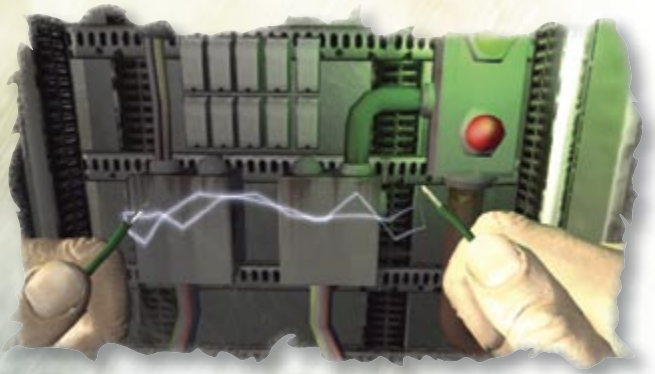
WATCH OUT FOR THE SWINGING CABLE THAT'S STILL LIVE. WAIT FOR IT TO SWING AWAY FROM THE METAL GRATING NEAR THE FUSE BOX BEFORE TRYING TO PASS THROUGH. A JOLT FROM THAT CABLE WILL DO ENORMOUS DAMAGE.





You need to follow the tunnel to the left, but another cable has turned the water into an electrical bath. You need to scout ahead and find the fuse box that will turn off the power. Follow the walkway in the sewers off to the right. Walk down into the darkness. The fuse box is at the very end of the tunnel on the left wall.





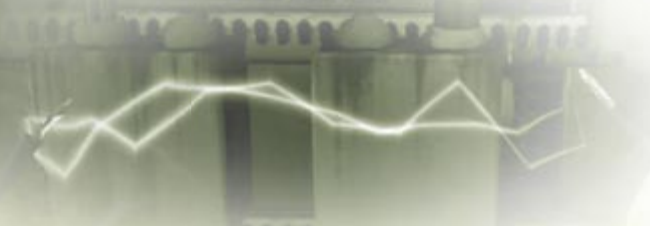
HOLD THE WIRES ABOUT AN INCH APART TO SHORT OUT THE POWER. IF THEY TOUCH, YOU WILL BE SHOCKED OUT OF YOUR SKIN AND KILLED INSTANTLY.



WATCH FOR RATZ IN THE SHADOWS. POP THE BEASTIES WITH YOUR PISTOL BEFORE RETREATING BACK UP THE TUNNEL TO TAKE THE ROUTE PREVIOUSLY CLOSED OFF BY THE ELECTRICAL CURRENT.



ANOTHER CABLE IS ELECTRIFYING THE WATER. JUMP UP TO THE YELLOW RAILING ON THE RIGHT SIDE OF THE TUNNEL AND CLIMB OVER THE WATER.





WATCH OUT FOR STEAM BLASTS FROM THE BROKEN PIPES AS YOU SHIMMY OVER THE WATER.



GRAB A CHAIR, BOAT OAR, OR PIPE AND USE IT TO MOVE THE CABLE AWAY FROM THE WATER. HOLD THE PIPE OUT ON THE RIGHT SIDE OF THE CABLE AND SLOWLY PULL TO THE LEFT TO HANG THE CABLE ON THE RAILING, SEPARATING IT FROM THE WATER.





You need to get that cable out of the water so you can run to the metal door at the end of the tunnel. Back into the alcove to the right of the cable. There is a first-aid kit on the wall next to the flame burst blocking your passage into another chamber. Raid the kit for medical spray and bandages. Turn to the shelves against the wall and check for supplies. There are spray cans, batteries, and bullets for the taking. Load your pockets.



THE METAL DOOR AT THE END OF THE HALL IS LOCKED. THROW A BOTTLE AT THE DOOR AND SHOOT IT IN MIDAIR TO BLAST THE DOOR OFF ITS HINGES.

TIP

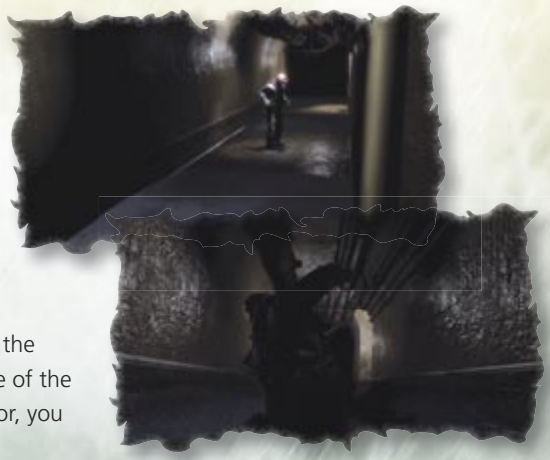
The locker between the shelves has a glowstick and emergency flare inside. If you have the space, nab these. They are useful for lighting your way or creating bombs.



BLOWING OPEN THE DOOR ATTRACTS ONE OF THE HUMANZ. IT DROPS INTO THE ROOM BEHIND YOU. FIGHT IT OFF WITH ONE OF THE PIPES OR A CHAIR. BURN THE BRUTE SO IT DOESN'T FOLLOW YOU DEEPER INTO THE SEWERS.



Episode 3



On the other side of the metal door, you spot a maintenance worker. He's trapped by a pool of black water. At least, it looks like water. Could just be liquid evil. But the light is keeping it at bay for the moment. Unfortunately, the lamp over the worker fails. Without the halo of light protecting him, the liquid swallows him like one of the fissures. You need to get down that hall, so you need to create your own cone of light to keep the liquid away from you.



Switch to first-person view and equip the flashlight. Hold the light in front of you, aiming it at the ground several paces ahead of you. The light pushes the black ooze away. Walk at a slow, deliberate pace, keeping your light trained on the gunk. Keep pushing it back until you reach the ledge on the right side of the tunnel. Walk up on the ledge to escape the ooze.



In the next room, turn the switch next to the fire burst to shut off the gas. Now you can walk back into the room with all the supplies and restock if necessary.

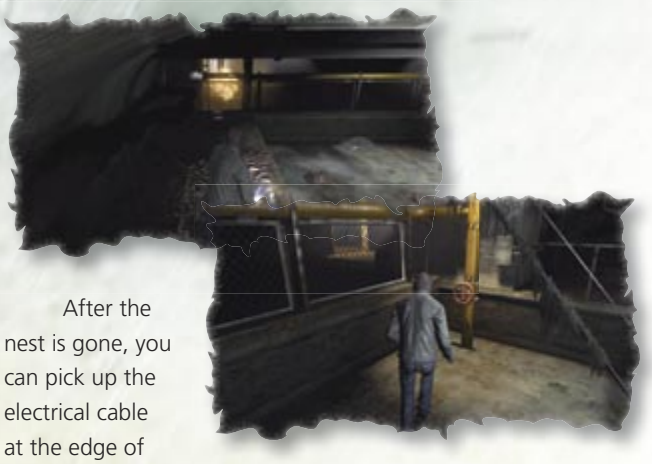




There is a nest of Ratz in this chamber. It is on the far side of the water that's being zapped by an errant power cable. Fortunately, there is a catwalk over the water. The Ratz skitter across the catwalk and spit poison at you. If you are struck by the poison in first-person view, blink several times to clear your vision. Shoot the Ratz as you cross the catwalk or incinerate them with a spray can blowtorch. Before you can do anything else in this room, you need to burn up the nest.

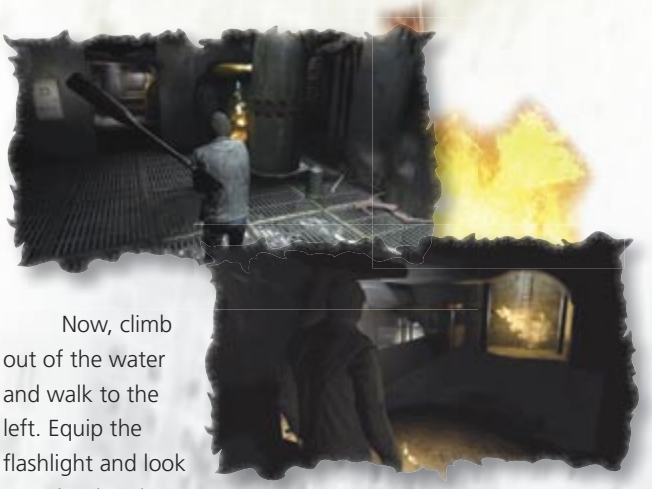


Use a makeshift flamethrower to burn the nest.



After the nest is gone, you can pick up the electrical cable at the edge of the water. Pull the cable out of the water and drop it on the ground. Now that the water is safe to wade through, drop

into the drink and walk over to the yellow pipe in the corner. Turn the valve on the pipe to shut off the gas in this room. This snuffs out the flame burst in the area directly to the left of the yellow pipe.



Now, climb out of the water and walk to the left. Equip the flashlight and look straight ahead. That black ooze is back—and it hasn't lost its appetite. You need to cross the ooze to reach the ladder on the far side of the room. The ladder may be protected by a pool of light, but you need to clear your own path over there. Your flashlight is not strong enough against this deep ooze—you need something with a little more kick. Return to the room with the supplies and grab the tree branch on the floor. Light it in the flame burst in the corner.

TIP

If you've gathered up some glowsticks, tape them up and throw them into the ooze to create a path to the ladder. Otherwise, you need to light something on fire to keep the ooze at bay.



THE LIGHT AND HEAT FROM THE BURNING BRANCH PUSH BACK THE DEEP OOZE. WALK TO THE LADDER AND DROP THE BRANCH ONCE YOU ARE INSIDE THE POOL OF LIGHT COMING FROM ABOVE. NOW, CLIMB THE LADDER.





There is another maintenance worker in the sewers. He's on the far side of a cyclone fence that is electrified thanks to another loose power cable. You need to cut the power to reach the man, so flip the switch on the wall to the left. The cable goes dead. As you approach the fence, though, a gaggle of Vampirz drops into the tunnel. They hover near the fence, attracted by the smell of flesh.





You need to fry those Vampirz. Drag the electrical cable close to the fence. Drop the exposed end right next to the fence and then flip the switch again to turn the power back on. The cable jolts to life and sends a serious blast through the fence. The Vampirz are vaporized. The surge shorts out the power. With the fence no longer lethal, you can open the gate and climb the ladder on the other side. The maintenance worker decides to go find his friends still stuck in the tunnel.

Episode 3



The ladder leads to the surface. You are now back inside Central Park. The next order of business: find Sarah and the ambulance.

TIP

Hey, a text message just came in—check it out. It's a message about Crowley's research with the stone. Apparently, this stone was popular as far back as 1942.

Sequence 4

Welcome to Central Park, the oasis of Manhattan Island. Tonight, however, it is the epicenter of madness. You must fight your way through the park to meet Sarah. The park is huge, though, so you better find some wheels if you want to reach her in a timely manner. But don't expect this to be a (please forgive) walk in the park. The Humanz are out in full force, shambling under the unblinking moon in search of flesh. Yours will do nicely.



Three Humanz attack as soon as you pull yourself out of the sewers.



If you have fuel, go ahead and create some fire bullets and try to pop them right in the fissures. Otherwise, grab a melee weapon off the ground (the nearby rake is a good choice) and batter the Humanz. Another good weapon: use a spray can as a blowtorch and roast these guys when they get too close. If the three Humanz bunch up, throw a bottle in the middle of the crowd and shoot it. The blast radius is wide enough to torch the slavering encroachers.



Raid everything to keep your inventory full of potential weapons. Check garbage cans for bottles and other materials.





Farther down the street, more Humanz rise to greet you. Get a blowtorch ready and run straight for them before they reach their full height. Toast them before they can swing a single punch. The Humanz will back away as soon as they see you're packing literal heat, so keep on top of them as they retreat. When they stumble away, light them up with your flamethrower. Push them down the steps and finish them off before they can get their bearings and mount a counterattack.

NOTE

Now that you are in Central Park, scavenging is critical to success. Look for items everywhere, including overturned trash cans, abandoned vendor carts, and even in the middle of foot paths. In the chaos resulting from the event, people dropped everything to escape. Collect these orphaned items and put them to good use in avenging the owners' needless deaths.



You need to find Sarah, but hoofing it through the park is time consuming and dangerous. You need some wheels. Check out your mini-map. There is a blue car icon nearby. Follow the trail at the bottom of the steps to find a maintenance kart.



More Ratz—torch them before hopping aboard the kart.





This little kart has some kick. Excellent. Drive the kart down the marked path along the edge of the park. You will pass several trash cans as you drive north. If you need to restock, stop the kart and get out. Check the trash cans for bottles, handkerchiefs, and other assorted goodies. Watch out for Ratz in the area, though. They swarm as soon as you get off the kart and try to spit poison in your eyes. Blink away the poison if you are tagged. Look out for nests. If you spot a nest, roast it to cut off the fresh supply of Ratz.





When the trail cuts to the left, you better look out. A wrecked taxi flies through the air, aimed directly for you. The taxi misses your head, but does strike the kart, doing serious damage to it. If the engine starts to smoke a little, the kart is almost done for. The pitcher behind that fastball? A broad-shouldered Humanz ripped with fissures.



Hop out of the kart and pick up the rake or the shovel on the left path. Beat the Humanz with either tool until it crumples to the ground, and then torch it.

TIP

If the Humanz is standing next to one of the taxis, shoot the gas tank to incinerate the beast.





Either get back on the kart or use one of the taxis. Continue down the path until you reach a break in the main road. The abyss has ripped through the road, separating you from Sarah. You must find a way across that gap, but first you need to deal with two muscular Humanz that want to exact a toll: your hide.





There are several tools on the ground you can use to bash the Humanz, such as a sledge-hammer that does devastating damage when you connect. Use the sledgehammer to thump the two Humanz until they cannot get back up. Only after the Humanz are on the ground should you try to finish them off with fire. Pour some fuel on your gun to create fire bullets. Walk close to the Humanz and take aim at their fissures. One shot is all it takes to burn both bodies.

TIP

If the Humanz bunch up, throw a bottle into their midst and shoot it to roast them together.

NOTE

There is a screwdriver on the ground here. If you need a cutting tool to open gas tanks, this works exceptionally well.



Walk up to the break in the road. There is a car gingerly perched on the edge. As you close in, its balance shifts and it falls into the abyss. But at least now you can see the parked ambulance and Sarah on the other side.





You can join Sarah and Dr. Hartford by commandeering one of the vehicles on the road and driving it at full speed over the edge of the abyss. The edge has been pushed up just enough that you can jump the abyss and crash close to the ambulance. But before making the jump and meeting Sarah (which ends the episode), you should investigate a strange symbol on your map. It's located to the right of the abyss.



TIP

Always check out the glove boxes in the abandoned cars. You can find sprays, bullets, batteries, and small tools, such as a pocketknife.





There are Humanz in the mist. Use fire bullets to take them down from a distance—aim for those fissures!



As you approach the symbol on your map, which is located at some sort of small complex, expect more Humanz to get in your way.



The source of whatever is causing that symbol on your map is inside the small complex. You must break through the gates to get inside. If you do not have any bottles, get one from the overturned garbage can near the entrance. Stand back and hurl the bottle at the gates. As the bottle closes in, shoot it. The explosion rips the gates open, allowing you inside.



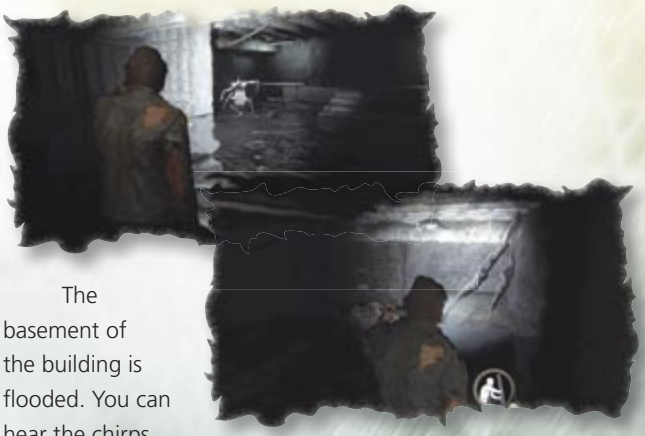


When you enter the complex grounds, though, your map starts to go fuzzy. Being close to whatever is here is affecting the GPS signal. You will hear the snarls of Humanz in the area as you press deeper into the grounds. There is a large building to the left. Investigate the open door. Walk down the flight of steps. There is a dead security guard on the landing. Scavenge his extra bullets, and then walk all the way to the bottom floor.



There are a cabinet and a shelf at the bottom of the stairs. Items to pick from: glowsticks, anti-rust spray, medical spray, bandages, and a blood bag.

Episode 3



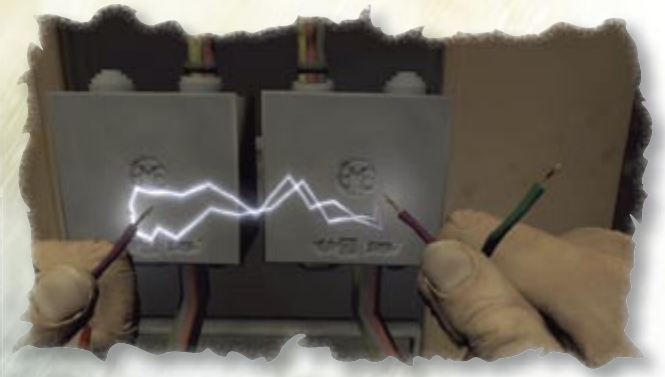
The basement of the building is flooded. You can hear the chirps of Ratz. If you grabbed a glowstick, crack it to illuminate the area or use your flashlight. Shoot the Ratz to keep them away from the breaker box against the back wall of the room. As you walk closer to the breaker box, though, your vision starts to get a little funky. Everything starts to curl, as if you were looking through the heat waves coming off blistering pavement. There is something powerful down here.



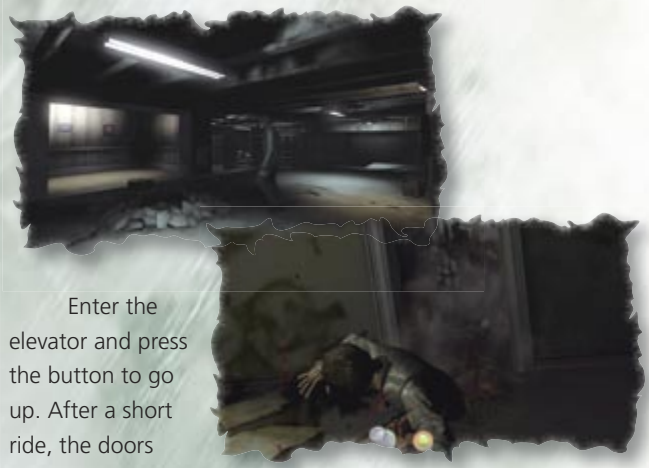
The source of the vision trouble is an evil-looking root in the corner of the room, poking out of the cement foundation.



Back off and lob a bottle at the root. Blast the bottle as it reaches the root to incinerate it. You now have two points on your Spectral Vision meter.



After the root is gone and the Ratz are down, open the breaker box. Hold the two purple wires close together to spark the nearby elevator back to life.



Enter the elevator and press the button to go up. After a short ride, the doors open and you can step out. The coast appears to be clear—but it's not. As you step out, a fissure rips across the floor. If the fissure grabs you, ride it until it spits you back out. As soon as it does, retreat and arm something flammable. If you have a bottle, equip it and throw it into the room with the fissure. Shoot the bottle near the floor to torch the fissure before it grabs hold of you again.



If you can hit those on-screen prompts, you can pull yourself free of the fissure at the corners of the room.



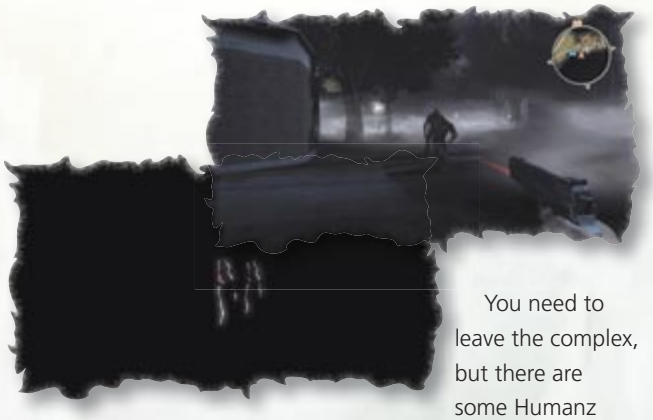
Need medical supplies? There is a first-aid kit in the corner office near the desk. There are bandages and medical spray inside.

There is a second root up here. Follow the trail of blurry vision (the blurrier it gets, the closer you are to the root) until you reach the utility part of the floor. Tucked back among the steam pipes and cinder blocks is the second root. If you have a spray can (and there is one just to the left of the root on the floor), you can roast the root with a homemade blowtorch. Taking out this second root eliminates the blurry, curled vision. And you now have earned 4 out of a possible 100 points on your Spectral Vision meter.



There is one more root left in this building. Backtrack toward the office. Just before entering, look in the small alcove to the right. The root has pushed through the floor. Incinerate the root with your little flamethrower. This raises your Spectral Vision rating to six. You now have a text message from Mr. Tips waiting for you on the cell phone. You have achieved the first level of Spectral Power, which allows you to see the faint outline of the fissures on the Humanz when you close your eyes. When you open them, however, the vision immediately fades.





You need to leave the complex, but there are some Humanz that have other plans for you. You can burn the Humanz with your flamethrowers or beat them down with shovels and other blunt instruments, but why not try out your new powers? Blink to see the fissures on these brutes. Stir up a new batch of fire bullets and take aim at the now-visible fissures to burn the Humanz from a safe distance. Of course, the fissures disappear when you open your eyes, but it's a cool talent that certainly comes in handy.

TIP

If you beat a Humanz down with a melee weapon, use Spectral Vision to ensure you get a perfect shot at its fissures so you don't waste any precious fire bullets.

Once you have destroyed the three roots and earned your first level of Spectral Power, return to the cars by the gap. Hop into one of the unused vehicles, hot-wire the ignition if necessary, and then roar across the gap. Sarah and Dr. Hartford wait for you on the other side. When you approach the ambulance, Sarah is happy to see you. Dr. Hartford tends to your wounds. But when he tries to put your patient information into his computer, he is puzzled by the results. According to records, you should be dead. Because you are 100 years old.

Episode Closure

You finally got the medical attention you needed, but what a mind scrambler—Edward Carnby, if that is indeed who you really are, is a real-deal centurion. How on earth did you live to be 100, but only look a few years shy of 40? Are these medical records for real? They are correct about the scar on your face, after all. Answers are like the Greek hydra—cut down one question and three more take its place. It's time to head for the museum and see just what is hiding in Room 943.

EPISODE 4

FIGHT, BACK AND LOSS

After a tough fight through the southern end of Central Park and a strange encounter with a collection of mind-altering roots, Edward finally rejoins Sarah at the only functioning ambulance on the island. After Dr. Hartford treats Edward's wounds, he drops some strange knowledge on him: Edward is a very old man. Edward has little time to process this information, though. There is still quite a bit of distance between him and the museum where Theo said he would meet them. Sarah and Edward leave the ambulance and set off on foot back into the wilds of Central Park, determined to chase this mystery a little farther.

SEQUENCE 1

Although it seems like time stands still tonight, you cannot waste any precious minutes getting to the museum. Who knows if Theo is actually there waiting for you, or if this is some odd metaphor that won't be filled in until later? The fastest way to the museum is via a car, so you need to find an abandoned vehicle and start zooming toward the museum. Just be ready for anything, because if there's one constant in your life right now, it's that strange always gives way to stranger.





Dr. Hartford gets a call over the radio. He's needed elsewhere in the park. Apparently, there are still some survivors out there. You and Sarah bid the good doctor adieu and watch as the flashing lights vanish into the night. Within seconds, Dr. Hartford delivers on his promise to forward you your medical records. Check out the text message; it's full of history. Apparently, you were some sort of hero in 1924 and enjoyed a career as a globetrotter of sorts. That is, before you vanished in 1938 in Delhi. People lost track of you after that. And it would seem you lost track of yourself, for that matter.

You need to get to a car. There is one parked in the lot next to the Dairy, one of the park's gift shops.





Sarah follows you to the car. As you close in on it, though, a phalanx of Vampirz descends from the skies. There are just too many of them for you to fight back. If you try to engage the Vampirz with a makeshift blowtorch or your gun, you will just be chomped to death. Instead, run under the Vampirz and duck into the car. Sarah will jump into the passenger seat right next to you. The Vampirz cannot nibble at your neck in here, but the danger is far from over.



FORTUNATELY, THE KEYS ARE IN THE IGNITION. CRANK THE ENGINE AND POUND THE GAS PEDAL. YOU HAVE TO GET MOVING.

The Vampirz have an interesting gambit here. They cannot break into the car, but if they all work together and attach themselves to the car, they can use their combined wing power to lift the vehicle into the air. If enough of them roost on the car, they will lift it high into the air and then release it, dropping both you and Sarah to your deaths. The key is to make sure the Vampirz never get a chance to hold on to the vehicle for very long. You must drive hard and fast to shake the Vampirz. If you drive at full speed, the Vampirz will have a tough time taking hold. Should the Vampirz manage to grab your wheels, though, you can dislodge them by extreme braking. Drift and throw the wheel to bounce them off the car. Or, if you are absolutely desperate, slam the car into a tree or rock. The Vampirz will be jarred loose, but the car will take damage. If the car is ruined before you get to safety, the Vampirz will enjoy a midnight snack.



When you first get in the car, the Vampirz swarm. Lurch ahead to shake the Vampirz right away.



Listen to Sarah. She will call out sharp turns, like the first left you must take onto the main road.



Vampirz taking hold? Swipe the car into one of the wrecks. The Vampirz will flutter away—for a moment.



Take the right onto the path that cuts between the trees.



Keep gunning the engine. You have to maintain full speed to keep those Vampirz from lifting the car. Do not get off the path out here—stick to the center so you don't accidentally slam into a tree.

Episode 4



When you reach another paved road, make a hard right turn. This should shake loose a couple Vampirz.



When you cut into the narrow canyon, you are almost to the first checkpoint in this mad dash. The checkpoint moves out, guiding you to the museum.



If enough Vampirz take hold, they will raise your car a few feet. Take this as a warning. They are gaining strength. You better hit the gas on the ground or brake hard to dislodge some of these infernal hitchhikers.



Watch out for the roadblock in the middle of the street. Make a hard right into the trees, and then try to get back on the main road as soon as possible. If you slow down too much in the trees, the Vampirz will flock.



Watch out on the main road—overturned cars and black spires are everywhere. Swipe them if you need to cut a few Vampirz loose.



When the path veers close to the main road, jump over and get back on the wide stretch.



Keep that gas pedal down so you can jump over the giant crack in the road. The landing jolt shakes off more Vampirz.



See the overturned semi on the right side of the road? You're getting close!



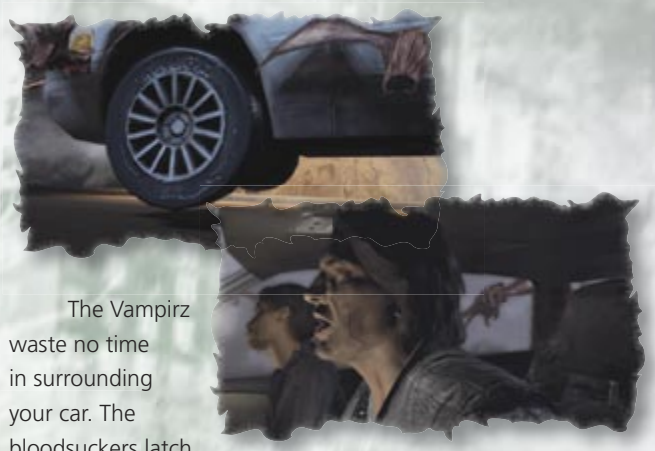
The top few floors of a fallen skyscraper block the road. Drive through the debris and break through the back wall of the building.



Just as you seem to be home free, a giant tree falls into the middle of the road, blocking your path.



Swerve among the burning piles of debris and ruined cars.



The Vampirz waste no time in surrounding your car. The bloodsuckers latch on to the windshield, the doors, the hood—anywhere they can find purchase. And before you know it, the road starts to get smaller. These little monsters are lifting you into the air. But they look like they are flying you somewhere, hoisting you over the tree and toward an actual destination. Where could the Vampirz be taking you and Sarah?

SEQUENCE 2

The Vampirz drop the car to the ground, but not from any great height. The screen goes black for a moment as you regain your bearings. How bizarre that the Vampirz didn't kill you. Or have they just not killed you *yet?*

The Vampirz weren't being charitable to you—they were being generous with their brethren. The Vampirz carried you and Sarah to their nest so that all may feast on your flesh tonight. As the camera pulls back, you grasp the enormity of the Vampirz nest. It's huge, breaking through the top of one of the park's biggest bridges. The Vampirz swarm over their nest, swirling like a tornado in the night sky. You must take out that nest if you are to escape this trap and reach the museum. And if you know one thing about the monsters loosed by the abyss, it's that they cannot stand fire.



While the Vampirz are coordinating their attack, you must launch the first strike. Reach into your inventory and retrieve a bottle of fuel. If you do not have anything explosive to throw, back away from the nest and scour the ground. There are several bottles near overturned garbage cans or around the steps that flank the nest. Equip a bottle and the gun. Run up to the nest and prep your throw. Hurl the bottle before the Vampirz can swarm, and then shoot it just as it strikes the base of the nest. The explosion rocks the nest, sending the Vampirz into a panic.







The Vampirz go berserk. The flurry of activity breaks apart huge pieces of the bridge. The beating of wings launches the bridge pieces at you, so keep running to avoid getting smashed. Replenish any spent bottles and prep another throw. You need to strike the nest four times with bottles of fuel. And those need to be full bottles, too. Weak cans of spray or near-empty bottles will not do the necessary damage to burn the nest.



Fall back to grab another bottle if you are out of bombs to throw at the Vampirz' nest.



After the third attack, the Vampirz actually pick up a truck and throw it down at you. Run to avoid getting smacked by the truck.





The fourth attack purifies the site. The nest goes up in flames, sending the Vampirz that survive the blast fleeing into the night sky. The crater left behind by the immolated nest opens the route to another parking lot. There are a few cars at the lot. You can choose one and continue your drive to the museum.



Sarah is impressed with your moves, but you aren't so sure you like the fact you're capable of such violence.



Sarah trusts you. And she wants you to trust her. She thinks you are on the right track, trying to track down the meaning of the Path of Light.

TIP

Before continuing, be sure to pocket all of the bottles and sprays you can carry.



When you walk under the remnants of the bridge, Sarah stops you. She ribs you about your age, but you aren't exactly in the mood for jokes. You receive an incoming text message from Crowley. Great—what does he want?





Read the message to learn that Crowley is still hot on your trail. He dangles another tidbit of information in front of you: Light Bringer. According to Crowley, you need Theo's help to use the stone and release this Light Bringer. What's a Light Bringer?

Sarah's background in art comes in useful here. Using Latin, she deciphers Light Bringer as Lucifer. And if you know your John Milton and *Paradise Lost*, that's another name for Satan. Is Crowley actually saying that this stone is the key to opening the doors to hell? Because it looks like the door was certainly cracked open here in Manhattan tonight. Hopefully, Theo doesn't let you down at Room 943.



Jump behind the wheel of one of the nearby parked vehicles. Start the motor and make a beeline for the museum, marked as an orange dot on your map.

NOTE

Check your map—three more of those Spectral Power symbols have appeared on the map. Now, pursuing these roots is partially optional, but having Spectral Vision is extremely useful for fighting back against the Humanz. Future instances of the Spectral Power spots will be treated as optional and listed in Chapter 4, but take the time now to track down the roots at the three locations on your map so you can take advantage of improved Spectral Vision once you make it to the museum.

There are two Spectral Power points south of Belvedere Point, that circular building next to you on the map.





Turn around and drive down the wide avenue toward the two points. (That avenue is known as The Mall in Central Park, site of some very impressive statues.) Aim for the one on the left when facing toward the two Spectral Power points. It's on the opposite side of a pass, so drive over the nearby bridge to reach the point. It's at the Dairy, where you escaped from the Vampirz in the car.

NOTE

The Vampirz have moved on, so don't sweat another run in. Just concentrate on the roots.

Sarah follows as you get out to investigate the Dairy. As you close in on the building, your vision starts to curl again and the GPS shorts out. The root is near. Step inside and look at the far end of the room. There's the root, poking out of the ground with macabre defiance. Get close to the root and equip a makeshift flamethrower. Toast the root like a marshmallow (an *evil marshmallow*) to dispel the strange vision problems and add to your Spectral Vision meter. You're now up to eight points.





TIP

There are spray cans on the table behind the root if you have nothing flammable to use against it.

Exit the Dairy and look to your right. The next Spectral Power point is straight ahead. You can get there on foot. As you approach the root, tucked under a brick structure, Ratz skitter into view. Sarah balks at going any farther. The Ratz launch poison attacks at you that you must blink away if you're hit. If too many of the Ratz surround you, use your spray can flamethrower to roast a few and clear a path to the root.





Walk up to the root and torch it either by using the flamethrower or by throwing a bomb at it. If you do toss a bottle at the root, be sure to step almost all the way outside the brick structure so you aren't caught in the blast radius.



Burning the root raises your Spectral Vision meter to 10. You have unlocked the second stage of Spectral Vision. You can now see the faint fissures on the Humanz very briefly after you open your eyes.



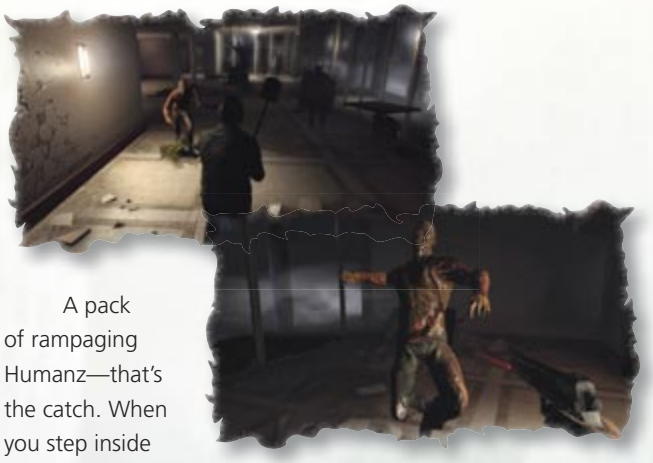
Once you burn the two roots on the southern end of the park, you need to start driving back toward the museum. The third Spectral Power point is on the way. Steal a nearby car and start heading north.



When you see the Spectral Power point on your map, pull over and get out.



The roots are inside the boathouse on your left. Sarah opts to stay behind. As you approach the iron gates, you can see one of the roots to your left, just inside the boathouse. That's too easy. What's the catch?



A pack of rampaging Humanz—that's the catch. When you step inside the boathouse, three Humanz rise from the floor and attack. There is a shovel on the ground near the entrance, and it's a great weapon for beating the tar out of the Humanz. After you butter them up with some over-the-head blows, you can finish them off with fire bullets to the fissures.



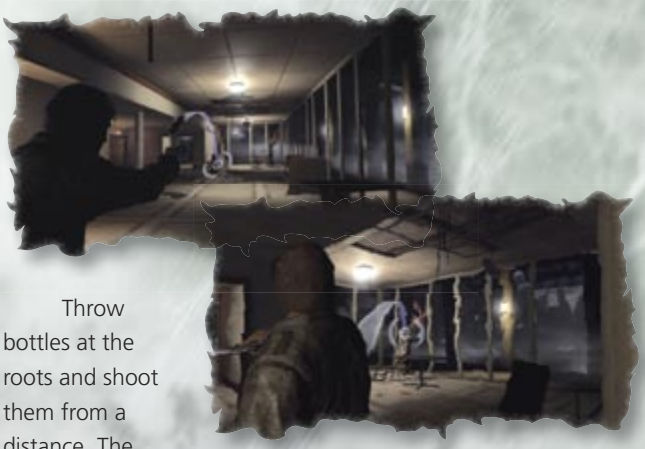
Use your new Spectral Vision on the Humanz. Equip fire bullets and close your eyes. When you open them, the fissures are still bright white on the Humanz. It makes for easier targeting.



Be sure you finish off the Humanz before turning your attention to the roots.

If you are out of flammables to destroy the two roots inside the boathouse, slip into the kitchen on the left. There is a first-aid kit on the wall for restocking medical supplies. There are bottles of fuel on the counters. In the utility room just beyond the kitchen, you find glowsticks and more bottles on the shelves.





Throw bottles at the roots and shoot them from a distance. The explosions consume the roots. When both are down, your Spectral Vision meter rises to 12. That's not enough to unlock the next level of Spectral Vision, but it certainly puts you closer. Now that all three Spectral Power points are subdued, continue to the museum.



When you approach the objective on your map, you realize something is wrong. The abyss has swallowed the rest of the road to the museum. How are you going to get across?

SEQUENCE 3

All that work, only to be thwarted by the abyss once more. How on earth are you going to get across the gap and enter the museum to find Room 943? And what's that fluttering in the skies above the museum anyway? Are those Vampirz?



Sarah spots an abandoned tow truck not too far away. She thinks you could use it to cross the gap, and it's not a bad idea. Run to the truck and hop behind the wheel. (If you need a gun for any reason, the dead tow truck driver on the ground sure isn't using his.) Inside the cab, check the glove box for medical spray and a box of bullets. Now that you're all stocked up, start the engine.



Drive the tow truck up to the edge of the abyss, pointing the front end directly at the museum.





GET OUT OF THE TRUCK AND OPERATE THE CONTROLS ON THE RAMP. THE RAMP RISES INTO THE AIR, CREATING THE POTENTIAL FOR A SWEET JUMP.



BLAST THE LOCKS OFF THE BACK OF THE TRUCK SO THE LOADING RAMP DROPS TO THE GROUND. YOU NOW HAVE YOUR WAY ACROSS THE CHASM.



A horde of Vampirz swoops down from the sky and swirls around you and Sarah. They pick their prey, focusing on Sarah. As you watch helplessly, the Vampirz lift her into the air and carry her toward the museum. As she cries for help, you can do nothing but assure her that you will track her down inside the museum. And that's a promise you will not break.



YOU AREN'T LEFT ALONE FOR VERY LONG. AS SOON AS SARAH DISAPPEARS, HUMANZ POP OUT OF THE GROUND TO ATTACK.

CAUTION



DON'T SEEK REFUGE IN ONE OF THE CARS AND TRY TO GET ACROSS THE RAMP RIGHT AWAY. THESE HUMANZ ARE FAST AND WILL JUMP ON YOUR VEHICLE BEFORE YOU REACH THE RAMP. THEN THEY WILL PULL YOU OUT OF THE VEHICLE AND BEAT YOU TO WITHIN AN INCH OF YOUR LIFE.

NOT ONLY WILL THE BRUTISH HUMANZ INJURE YOU, BUT THEY ARE STRONG ENOUGH TO RIP A CAR APART PIECE BY PIECE.





You need to take these brutes down. Grab one of the construction sawhorses and wield it like a club, smacking the Humanz around a bit. Soften them up for the kill. The Humanz stick together, which you can actually use to your advantage. After dropping one of them to the ground, keep the other one close and pound away until it falls. Now that the two are lying on the ground next to each other, you can shower them with fire from a single bomb throw. Once the Humanz are down, you can get ready to jump the ramp.

Episode 4

TIP

Use Spectral Vision to pinpoint the fissure marks on the Humanz. Cook up a batch of fire bullets, and finish off these monsters with fiery style.



Pop the bottle with a bullet to blast open the lock. Now approach the vendor cart next to the gates and pick up the propane tank. (Notice that it has a nozzle?) Next, step through the open gate and approach the museum. Before long, you spot a fissure on the side of the museum. And it looks like it saw you first from the way it's headed straight for you.





Get into one of the vehicles in the clearing and straighten it out so you are facing the ramp head on. Hit the gas and drive directly for the ramp. If you are off even a little bit, your car will spin in the air and fall into the abyss. If you drive up the ramp just right, the vehicle soars through the air and safely lands on the far side of the chasm. Finally, you've reached the museum, but now there's the matter of getting inside.



Retreat from the museum grounds and grab the propane tank. Squeeze the right trigger to use the nozzle like a fire extinguisher. The big difference, though, is that instead of spreading flame-retardant foam, you're expelling extremely flammable propane.

Sequence 4

You still cannot believe those monsters stole Sarah. You have to hurry and get inside the museum before they do something unspeakable to her. She's counting on you, and it would sure be nice to add something decent to your growing resume of dirty deeds. The front door of the museum is out of the question, so you need to somehow sneak in the side.



Point the jet at the nearby fire to create a blowtorch. Now you are ready to take on that fissure.

First, pick up a bottle from the ground outside the museum and throw it at the locked gates.







The fissure rips toward you. Lower the blowtorch and aim for the fissure as it approaches. All you need to do is touch it with the flames to burn it alive. Provided that the fissure really is alive.

CAUTION

Beware of this fissure—it has a real mean streak. If it grabs you and starts yanking you around the museum grounds, it will tear you apart faster than any fissure before it. You have to be on top of those on-screen prompts to escape.

After eliminating the fissure, you can enter the museum. Jump across the broken pipe to the right.





Once on the other side of the gap, you need to break open the control panel for the elevator on the side of the building. Throw a bottle at the panel cover and blast it clean off. When the cover falls away, approach the panel and start rewiring the elevator controls.



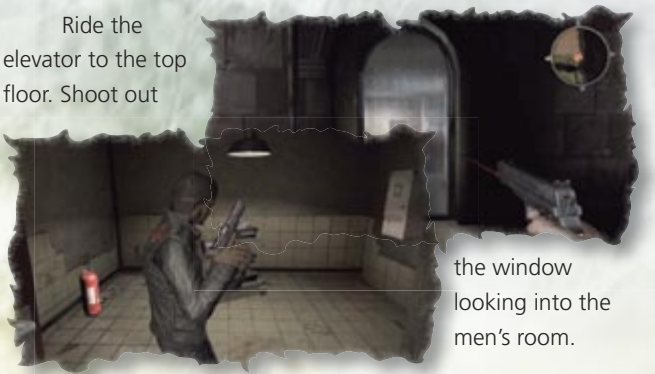


Hold the two red wires close together to spark the elevator. It drops to the ground so you can climb aboard.



As you wait for the elevator, you get a panicked call from Sarah. She escaped the Vampirz, but she knows they're still hunting her. The line goes dead just as the beasts locate her.

Ride the elevator to the top floor. Shoot out



the window looking into the men's room.

Episode 4

When you step inside the building, immediately enter the utility closet on the right. Stock up on medical supplies at the first-aid kit, and grab at least one plastic bottle full of fuel at the cart. As soon as you step back out into the bathroom, another fissure will rip across the floor—and you need to be ready to burn it down before it grabs you and tears you up.

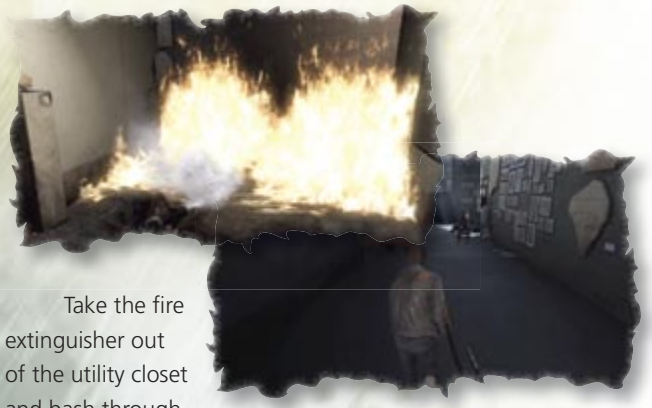




From the window, equip the plastic bottle and throw it into the middle of the room. If you have more than one, you can create a minefield of sorts for the fissure. When you step inside the room again, the fissure roars back into action and goes on the attack. Shoot the plastic bottles as the fissure rips by them in hopes of catching the snaking menace in an explosion. If you are at full health, you can take a big risk and throw a bottle at the fissure from relatively close range and shoot it out of the air, splashing the fissure with burning fuel. You will take damage from this and, depending on how close you are to the explosion, the injuries could be severe.



If you were injured in any explosions, use bandages from the first-aid kit to heal your wounds.



Take the fire extinguisher out of the utility closet and bash through the men's room door. When you step into the hallway, put out the nearby flames with the extinguisher. After the fire is out, you get another call from Sarah. She begs you to hurry. Head down the hall toward the bluish corner, but slow up before you round it. You're about to meet a new breed of the Humanz, one that has been twisted even more than those you've already sent back to the dark beyond.



The monster is taller and stronger than the Humanz before it, and this brute has developed a new attack. It can throw its own claws at you. This projectile attack is hard to dodge and does a moderate amount of damage. The brute hides behind a curtain of fire, so you must somehow close the gap without getting shredded by his claws.



Overturn the tables in the corridor to create temporary barricades.



The claws will splinter the tables, so don't get too comfortable. You need to get close enough to launch some sort of counterattack against the monster. Duck behind the first table

and then run for the second. Lift it up to create a shield, and then equip a bottle. If you have a glass bottle, turn it into a Molotov cocktail or create a glowstick bomb. If you lack a wick, you just have to stick with a bomb detonated by a bullet.

TIP

If you have the materials to spare, this is a fun chance to create a bomb with a plastic bottle, wick, tape, and a box of bullets. That beast won't know what hit it.

CAUTION

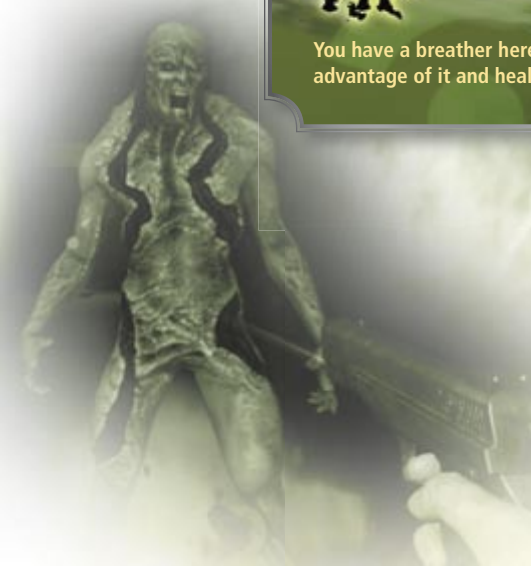
These colossal Humanz have fissure marks, but it is much safer to target them from a distance with a weapon that delivers serious splash damage.



Run out and throw the bomb at the monster. Pop it just as it falls in front of the brute's face. The explosion destroys the beast.

TIP

You have a breather here, so take advantage of it and heal up.



The brute wasn't alone. His twin is just around the corner and loaded with plenty of claws to throw at you. He will close the gap, so get ready to dodge his incoming melee attack by steeping to either side and then sprinting to the far end of the corridor to put some distance between the two of you. If you have another bottle or a spray can, throw it at the monster and incinerate it the same way you did the first one. Only after the two terrors are down can you resume your rescue mission.







Break down the door at the end of the corridor with a fire extinguisher. Just as you push through the door, you hear Sarah scream.

Episode Closure

This episode of *Alone in the Dark* finally starts offering real answers to some of your earliest questions. Edward's identity is revealed, as unlikely as it is. As crazy as everything else is tonight, why not put a little faith in the possibility of a 100-year-old man who hasn't been seen alive since before World War II broke out in Europe? Crowley also chimed in with a few details of his own, such as the first mention of the Light Bringer, which Sarah immediately translates as Lucifer. How's that for a potential nemesis?

With Crowley still breathing down your neck and now Sarah captured by the monsters that have taken over Central Park, things look pretty dire for Edward. But resilience and some latent talents with defense (and offense) have gotten him this far. If he can rescue Sarah and find the elusive Room 943 somewhere in the museum, maybe the loose threads of this twisted tale will weave into a tapestry of truth. Find out in Episode 5!

EPISODE 5

NOT ALONE ANYMORE

After finally reaching the museum, Edward loses Sarah to a swarm of Vampirz. To rescue the only person he can trust tonight, Edward breaks into the museum and fights off fissures and a pair of hulking Humanz that have developed projectile attacks. Now that he has finally pushed through the initial resistance, Edward must locate Sarah and free her from the clutches of evil. Only after saving Sarah can he concentrate on the task at hand—finding Room 943 in the basement of the museum and discovering what secrets Theo has locked away for him.

SEQUENCE 1



When you round the corner after fighting off the two Humanz, you finally discover Sarah. She has been wrapped in a gelatinous cocoon by the Vampirz. It looks like they are trying to use her body as either a host or a food source, but there is no time to study the scene. You must free Sarah before the Vampirz circling overhead swoop down and tear you to pieces.





Pick up the axe on the floor in front of the cocoon. Swing it at the base of the cocoon to free Sarah. Her motionless body slips free of the membrane and slides to the ground. Her chest isn't moving. You must perform CPR to revive her before she dies. To press down on her chest, click the two control sticks when the life sign reaches the center of the on-screen meter. If you hit the mark, it turns green. After eight successful pumps in succession, you must push air into her lungs.



You automatically take in a deep breath. When your chest stops expanding, squeeze the right trigger to bend down and expel the air into Sarah's mouth. Her chest starts to rise. Repeat the process, pressing down on her chest to stimulate the heart and breathing air into her lungs. After a few moments, Sarah starts with a sharp breath. Her eyes flash open, like she's grateful to wake from a nightmare. She tells you she has felt terrible things. She understands what you must be going through now, suffering a strange link to whatever is ripping the city apart.





After Sarah stands, you both look skyward. Something flashes overhead. Something large enough to block out the moonlight.



You run from the chamber with the cocoon just as the glass ceiling shatters, showering the room with a million pieces of razor-sharp glass. You end up in a small kitchen. This is good place to restock your inventory if you are low on anything. There is a first-aid kit on the wall next to the fire. You find medical spray and a blood bag inside. In the kitchen, you can fish empty plastic bottles from the vending machines. If you have a bottle with fuel, you can divide the liquid and create multiple bombs, but they will be less potent. There are handkerchiefs and tape in the cabinets.

NOTE

By now, you've developed some favorite weapons. Maybe you like Molotov cocktails? Whenever you find a kitchen or office, scour the items and see what you can cook up. Try new combinations, like the glowstick bomb. Half the fun is inventing new stuff that goes boom.



CHECK ALL THE CABINETS. THERE ARE TWO SPRAY CANS YOU CAN USE TO MAKE FLAMETHROWERS OR BOMBS.

TIP

Fuel-filled bottles are the most powerful explosives, but don't underestimate the potency of shooting a flying rattle can. The pop can take down rampaging Humanz.





There is a propane tank on the floor of the kitchen. Grab it. Hold the nozzle over the open flame next to the first-aid kit to create a blowtorch. Use the blowtorch to incinerate the incoming Ratz. The little monsters skitter across the floor, attacking in packs. Watch out for jumping attacks. They will try to knock you back and make you let go of the nozzle, shutting off the blowtorch. If this happens, retreat a few steps and swing the propane tank as a melee weapon. Once the Ratz have been pushed back, relight the nozzle at the fire and finish off the Ratz.



THE RATZ KEEP COMING UNLESS YOU DISPOSE OF THE TWO NESTS ON THE OPPOSITE SIDE OF THE ROOM. TORCH THEM WITH THE PROPANE TANK.



There is no immediate exit from this chamber—you must make your own escape.





Walk past the cocoon and look toward the left wall. There are more Ratz up there, climbing along a length of cable. The cable is too high for you to reach. Shoot the cable ties with your pistol to drop the cable. Once the cable extends to the ground, shoot the Ratz off the cable to clear a path to the second level.



CLIMB THE CABLE AND JUMP THROUGH THE HOLE IN THE RAILING.



THERE IS A RATZ NEST ON YOUR LEFT. INCINERATE THE NEST WITH A THROWN BOMB OR A MAKESHIFT FLAMETHROWER TO PREVENT ANY MORE RATZ FROM HARASSING YOU IN THIS ROOM.



THE ONLY WAY OUT OF THIS ROOM IS TO BURN AWAY THE FALLEN TIMBERS TO THE RIGHT OF THE HOLE IN THE RAILING. IF YOU HAVE A SPRAY CAN, TORCH THE WOOD FOR A COUPLE SECONDS. AS SOON AS THE TIMBERS CATCH FIRE, BACK OFF AND WAIT FOR THE FIRE TO COMPLETELY CONSUME THE WOOD.

CAUTION

WAIT FOR THE FIRE TO GO OUT. IF YOU STEP ON THE BURNING TIMBERS, YOU WILL TAKE DAMAGE.



SEQUENCE 2

You must find a way to rejoin Sarah, who is waiting for you in the kitchen. She's still too weak from the Vampirz attack to follow, so scout ahead in the museum and disarm the security systems so she can catch up without having to perform any acrobatics or encounter any Ratz.

Follow the balcony to the stairs. The fissure has been here recently.





Rush down the stairs, and be sure to step around the laser

tripwire that's been partially blocked by broken plaster. You will see many more of these tripwires soon enough. Two more cocoons block your way. Torch them with your flamethrower or a thrown bomb. Once the cocoons have disappeared in a flash of smoke, continue down the corridor.





There is another set of laser tripwires near a closed gate. The body of a security guard is disrupting the beams. Grab the body by the legs and drag it away from the lasers. When the beams are unobstructed, the gate rises. However, Ratz skitter around the corner as soon as the gate goes up. The Ratz love to monkey with the beams, stepping in their paths to lower the gate. You must eliminate the Ratz. Use your gun or a flamethrower to pick off the little menaces.



After pushing back against the Ratz, jump over the laser tripwires to avoid the gate slamming shut in your face.

The corridor leads to another Ratz stronghold. There is a mass of Ratz hiding out in a small room with three heavily damaged walls. The Ratz have built nests in the way of the laser tripwires that control the gates leading out of this area. To keep moving deeper into the museum, you must find a way to torch those nests and clear the path of the beams. However, the holes in the walls are just large enough for the Ratz to crawl out, but not nearly enough for you to get in there. So, not only must you manage the Ratz that do pop out to attack, you must think of a solution for getting some fire in that blocked-off room.









Your first stop is the kitchen on the opposite side of the room from the nests. There is a fridge full of alcohol-filled bottles. There are spray cans on the counters. Plastic bottles of fuel rest near the food prep area. The lockers contain bullets, tape, and handkerchiefs. If you need items to construct bombs and other weapons, this is the perfect lab for gathering up some goodies. From the items in this kitchen, you can create:

- Molotov cocktails
- Sticky bombs
- Bullet bombs
- Flamethrowers

Any of these weapons are useful for fighting the Ratz and torching the nests inside the cracked room. You can create a Molotov cocktail with a slow-burning wick to light and toss through the crack at the top of the wall, showering the nests with burning alcohol. You can tape up a plastic bottle, stuff a wick in the top, and stick it to one of the Ratz just as it retreats into the vents leading into the room. Why not even attach a box of bullets to these bombs and really increase the potency? Choices, choices.

Episode 5



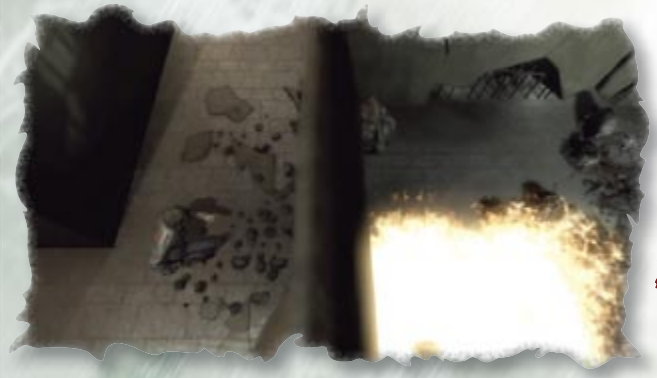
The Ratz will follow you over to the kitchen. Ignore them at your peril—they will attack while you are raiding the counters and inventing bombs.



A fast-burning wick on a Molotov cocktail guarantees a huge explosion when the bottle smashes on the floor beyond the wall.



Really load the chamber with flammables. Toss plastic bottles over the wall (without lit wicks) to pepper the ground with possible explosives.



The fire roars to life. If you threw other fuel bottles over the wall, those will also pop and turn the room into an inferno within seconds.



Roast those Ratz with flamethrowers when they skitter out to attack you.



After the fire incinerates the nests, the gate to the left of the room rises. You can now walk farther into the museum.





When you round the corner, you spot another nest blocking a laser tripwire. But, as the camera reveals, it's on the other side of a closed gate. How can you destroy that nest from the other side of the gate? As you watch, the nest belches out a Ratz. The Ratz scampers through an air vent and pops out on your side of the fence. It laps from a pool of blood and then takes its meal back to the nest, presumably to feed the Ratz that have yet to hatch. How can you use this tiny monster's meal schedule to destroy that nest?



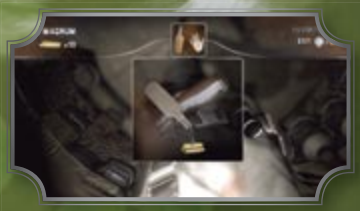


Dig into the kitchen to assemble a sticky bomb. Wrap tape around a plastic bottle (the glass bottle will shatter when you throw it) and then stuff a wick into the bottle. Approach the blood pool and light the wick. If you use a slower wick, light the bottle early—like when the Ratz is on the other side of the fence. When the Ratz creeps out to drink, throw the bomb. The tape sticks to the Ratz. After drinking a little blood, the Ratz dutifully carries the payload back to the nest. If your timing is just right, the bomb explodes just as the Ratz reaches the nest. The nest is consumed by flames, and the laser tripwire is no longer obstructed.



When you walk down the hallway, two gates trap you. In the distance, you hear a loud rumble. When the noise subsides, the gates rise.

TIP



Prep a batch of fire bullets before walking into the next room. There are several Humanz waiting for you, so be ready with a warm welcome.

There are two Humanz standing in the center of the giant room, near a huge pile of debris.





Before the Humanz spot you, close your eyes so you can see their fissures. Now, take aim and pop one of the Humanz in the fissure with a fire bullet. The gunfire raises the alarm with the Humanz, but if your aim is true, you can eliminate one of the Humanz before the fight even starts. The second Humanz stampedes. Aim for the fissure if it's still visible. Otherwise, grab one of the nearby signs and use it as a melee weapon to pound the monster into submission.

More Humanz rush the room. These are big guys, so be ready with one of those signs or another weapon to bat them away. The huge room gives the brutes too much room to maneuver, so lead them into one of the small side chambers. The Humanz cannot jump around as much in here, making it easier for you to back them into a wall and smash them repeatedly with a sign. Keep swinging until the Humanz crumple to the ground. Because of the size of these Humanz, they have plenty of reserve strength. They will not remain on the ground for very long, so take advantage of their submission as soon as possible.







There is an axe on the ground in the main room, next to the overturned plants.



Fetch a sword from the shattered display cases in the small room on the far side of the large chamber.



Always have fire bullets ready so you can finish off a fallen Humanz before it claws itself back up.

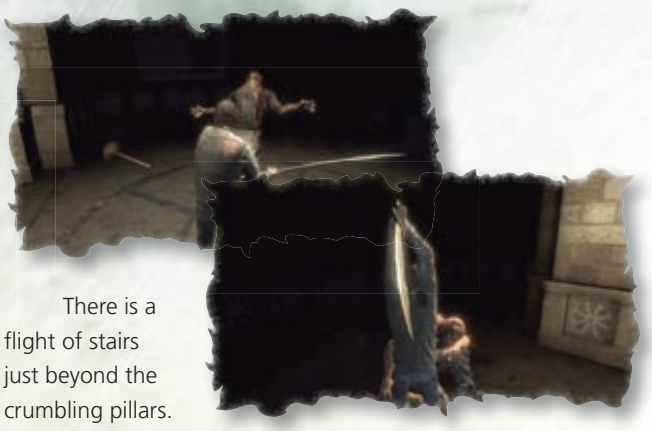
TIP

Sharp objects like swords and axes always do more damage than blunt objects like signs.

CAUTION

These Humanz can hit hard—hard enough to inflict a deep gash that requires more than just medical spray. If you need bandages, there is a first-aid kit in the side room.





There is a flight of stairs just beyond the crumbling pillars. Equip a weapon, such as a sword, and run up the steps. Three Humanz pull themselves out of the ground as you reach the

top step. The sword is powerful enough to really cleave the fight out of these beasts. Keep slicing away, swinging the sword down into their heads until they fall lifeless on the floor. Keep on top of the Humanz, carving them up until all three are motionless. Occasionally, one might get up and fight back, but each time you knock it down, it stays down longer. As soon as all three are down, equip the pistol.



Incinerate the three Humanz with fire bullets before following the voice of a nearby security guard.



The guard behind the gate reluctantly lets you pass. He says Room 943 is downstairs. Pass the guard, and check out the lower level of the museum.

At the bottom of the steps, the lights flicker out. The corridor is bathed in darkness, and you hear a familiar growl. It's the black ooze. The ooze has flooded the hall on the left. You need to use a light source to push the ooze away as you walk down the hall. Arm your flashlight and point it at the floor. The black ooze retreats. If you look down the hallway, you see that some spotlights have created small oases in the ooze. You must run from one pool of light to the next, keeping the ooze at bay with your flashlight beam.









Stop in the pools of light. Aim the flashlight at the floor, keeping it at a 45-degree angle so the ooze is kept at a safe distance and making sure there is no sliver of darkness between the light and your feet. If the ooze can sneak in, it will grab a foot and pull you down. Hop up the steps on the other side of the room to escape the gunk.





The next room is cavernous—and empty. When you try to use the hand recognition terminal against the wall, a security guard spots you. He motions you closer. The guard tells you that you are better off finding someplace to curl up and die than walking around the museum. You tell the guard you are looking for Room 943. Surprisingly, the guard mentions Theo. According to the guard, Room 943 is somewhere in the depths of the museum, and Theo was the only person who ever went down there. And he practically lived there, too. He seemed like a man

possessed. The guard agrees to let you down to Room 943, but he warns you that all of the gates are controlled by biometrics, and you better hope he is still there when you come back up and need the gate opened again.





Walk through the gate that the guard opened for you. There is an elevator in the back of the room. Enter the elevator and press the button to go down. The elevator starts moving, but a huge jolt stops it. Force open the doors and climb back out of the elevator. There's something happening in the huge room where you just met the guard. You better check it out.

SEQUENCE 3





As if the Humanz, Vampirz, and Ratz weren't enough of a horror show, the abyss has churned loose something else from the bowels of hell. When you enter the large room, you spot a colossus climbing the walls of the museum. It spots you instantly and jumps down from the wall, shattering a statue under its weight. The monster lumbers across the room on its three legs, piercing the stone floor with its razor-sharp talons. It gets close enough to smell your flesh. Frozen in fear and awe, you watch as the monster leans down and looks into your soul with its piercing eyes.



The monster certainly knows you. It bellows about your lost memories and inability to recall the sins you've committed. The monster asks if you are prepared to assume responsibility for the blood you've shed. You tell the monster that's your own cross to bear and that you have no problems shedding a little more tonight. The monster roars, rising to its full height and preparing to attack.



THE MONSTER STANDS ITS GROUND IN THE CENTER OF THE ROOM AT FIRST, THROWING SHARDS OF JAGGED BONE AT YOU. YOU MUST GET AWAY FROM THESE PROJECTILES. DUCK BEHIND ONE OF THE GIANT PILLARS THAT LINE THE ROOM.



Like any monster spit from the abyss,

this titan is weak against fire. Equip a bottle of fuel if you have one. (If not, scour the four corners of the room to grab discarded alcohol bottles.) Create Molotov cocktails if you have glass bottles. If you only have plastic bottles, you must step out from behind the pillar and shoot your homemade bomb out of the air. Throw the bottle at the beast when it pauses between volleys. When you shoot the bottle and douse the beast in fire, it screams and shudders. You better seek cover.



Retreat back to the pillars. There is a glowing symbol on the floor behind each pillar.



Stand on the symbol to be protected from the shockwave released by the writhing, wrathful monster.



The monster shatters the pillar with a mighty blow. As soon as the shockwave subsides, you need to run before the brute smashes you with falling brick and stone.

You must strike the monster with three full bottles to bring it to its knees. Take cover as it starts hurling another volley of razors. When the salvo stops, rush out and turn to face the titan. If you don't have the means to make a Molotov, throw a bottle at the monster and shoot it out of the air.



NOTE

If you get hit by the razors, dart behind a pillar and use medical spray to seal up the wounds.





Out of fuel-filled bottles or bullets? Grab replacements from the corners of the room. Just walk through the debris and bodies to find your prize.

The third hit damages the monster so badly it freezes in its tracks. It can barely move. The flames from your

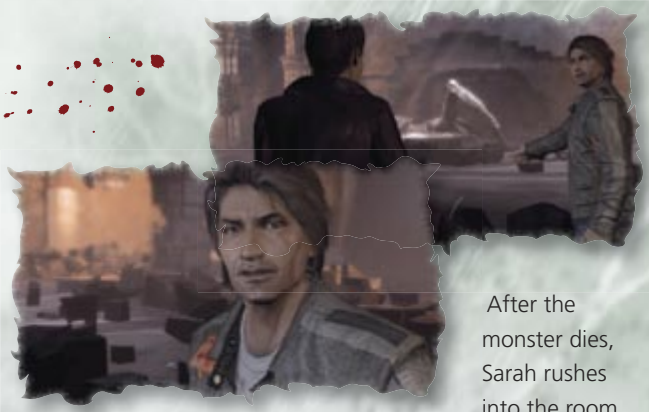




attacks have sapped it of its power. Now you can finish it off. Step out and throw one last bottle at the beast while it stands helpless, motionless. Pop the bottle right against the monster's head. The flames drape its massive frame as it slumps to the floor. The carcass turns ash gray as the last remnants of life escape its hateful body.



The guard really isn't using his hand anymore, is he? It's gross, but a good call. There is a sword on the wall next to the gate. Jump up next to the suit of armor, and knock the sword free. Pick up the sword and fall back to find the unfortunate guard, his broken body crushed by falling rubble.



After the monster dies, Sarah rushes into the room. She's obviously feeling better, although seeing that monster seems to have taken her breath for a second. With Sarah at your side, you are ready to finally uncover the secrets of Room 943. But with the guard who could open the gates now dead, how will you possibly get down to the basement?



Raise the sword over your head and bring it down on the guard's arm. One clean swipe severs it from his body.

Sequence 4

You've just bagged your biggest kill of the night, but there is little time to celebrate. Crowley is undoubtedly out there somewhere—he might even be inside the museum already. You need to beat him to Room 943 and see what answers Theo has left behind for you. The basement is several stories down, though, and you are locked in this giant room. Can you get there first?



Pick up the arm and take it to the biometric reader. Hold it against the scanning pad. The reader accepts the palm print and raises the gate.

When you walk up to the biometric reader next to the gate, Sarah offers a grim solution to your problem.









Enter the guards' locker room to the left. There are several lockers in here to rifle through and restock your spent inventory. Many of the lockers have extra bullets, and a few reveal the guards' penchant for a little after-hours libation. Pocket the bottles and the bullets. Before leaving the room, heal up. If you have no medical spray, grab some from the first-aid kit on the wall. As soon as your jacket is full of items and you are back in top condition, walk down the passage to the right of the vending machines. Follow it until you reach a metal plate on the floor.





Throw open the metal plate, and then shoot the cable ties above the hole to drop the cable into the vertical shaft. Descend the cable until you reach a locked gate. Shoot the lock, and then kick through the gate. Sarah follows you down as soon as you reach solid ground. Pick up the shovel on the floor near the gate, and carefully walk down the dark passage.



Two Humanz erupt from the dirt at the end of the passage.



If you have a bottle, back away and take out the pair with just one shot. Throw a bottle between them and shoot it. The explosion incinerates both Humanz. You can now pass through the metal door at the end of the passage.



The metal door opens into Room 943. The door is locked, so you need to blast it open with some sort of explosion. This was where Theo wanted you to meet him, even though he's dead. There is certainly no sign of Theo here now. And you can see why nobody else came down here. The place is a wreck. Drop to the dirt floor. There is an open door on the far wall of the room. It leads into Theo's private office. Through the door, you can see newspaper clippings, maps, a computer—but still no sign of Theo. Approach the door with Sarah to finally discover just what Theo left for you.



Episode Closure

It was an incredible fight to finally reach Room 943. Edward and Sarah were separated in the park while Edward navigated the twisted wreckage of a fallen skyscraper. The pair had to flee from a swarm of Vampirz that tried to lift their car into the air and dash it against the rocks. Edward unlocked his hidden Spectral Vision, a talent that allows him to see things that no other human can see, such as the fissure marks on the monsters. And just when Room 943 seemed to be within reach, Edward had to combat a leviathan from the nightmare beyond.

Finally, after crawling through a living hell, Edward and Sarah are at the door of Room 943. Will Theo actually be waiting inside for them? Or did Theo somehow know that he would have to end his own life for Edward to discover the true purpose of his? All these questions are about to be answered in the next episode of *Alone in the Dark*.

Episode 6

The Truth

Edward and Sarah venture into the near-mythical Room 943, buried deep in the bowels of the museum, to finally uncover Theo's gambit. Will the old man be there waiting for them, despite his sacrifice in Central Park? Or has Theo only guided them to the beginning of a literal Path of Light? As Edward and Sarah take that fateful step into Theo's sanctuary and turn the next page on this mystery, be ready to uncover shocking secrets that will possibly redefine not only Edward Carnby's identity, but also his partner's. How does Sarah, a seemingly innocent bystander now wrapped up in this nightmare, fit into the puzzle of Crowley, the stone, and the Light Bringer? Find out in this episode of *Alone in the Dark*.

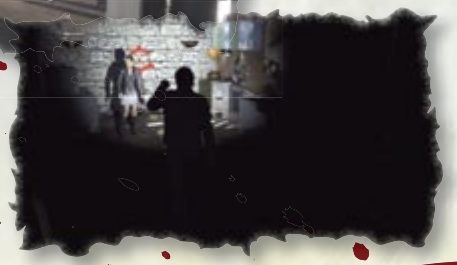
Sequence 1



You and Sarah enter Room 943, disappointed that Theo isn't there. You held out some shred of hope that on a night as unpredictable as this one, Theo might somehow cheat death. As you look around the room, Sarah spots a photograph dated 1936 on the desk. There's a young boy in the photo—it's Theo. Next to him? It's you. And you don't look a day older now than you do in that photograph. Your appreciation of the photo is cut short, though. A burning chair is thrown into the office, and the door slammed shut. Somebody is trying to burn down Room 943, and seems content to take you with it.







A wind rushes through the room, putting out the fire. But where did that wind come from? The door is shut. There are no windows. You are in the deepest part of the museum. Suddenly, the lights flicker out, leaving you and Sarah in the dark. Sarah starts to lose her grip. A bright light flashes before the entire room collapses back into pitch black. Sarah beckons you to come closer. She's scared. Oblige her.



Another flash of light! Crowley's silhouette appears in the room for a fraction of a second before the room goes dark again.



Close your eyes again and look back at the symbol. Theo is now pointing to an old phonograph. Inspect the phonograph up close.

You are trapped in Room 943. The door is locked. The only source of light is your flashlight.





The phonograph turns itself on. A pre-World War II ragtime song blares from the horn. The needle sticks. Is the singer saying "I want you?"



You better save what juice you have left. Before you switch off, though, check the red symbol painted on the wall of the office. That's the same symbol from the stone. That's a clue. Try looking at the symbol and then closing your eyes. The symbol appears on the back of your eyelids. And so does Theo! His spirit remains in the office, his ghostly hand outstretched and pointing to the right. There is a door to the right that opens to a brick wall, so that must not be what he is pointing at. Turn your flashlight back on and follow his finger.



Now the ghost of Theo points to a door knocker on an old chest. The knocker plainly reads: knock.



Theo is pointing to a newspaper clipping on the wall. The name "Sarah" is in the headline.



Shut your eyes and look to the bathroom. Theo points to a bottle of old cologne. The label reads: him.

Episode 6



Finally, one of the crates in the room falls to the floor. The lettering facing Sarah reads: down.





When you wake, Sarah helps you to your feet. She tells you something you muttered while you were out. Close your eyes. Turn to the brick wall at the door, and close your eyes one more time. There is Theo. When he sees you, he turns and walks through the brick walls, disappearing into the ether.



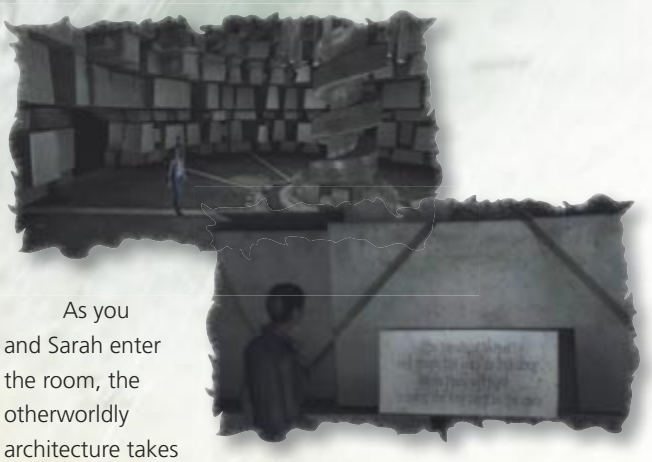
You string all of the words together: Sarah, I want you to knock him down. It seems Theo is either a masochist or there is something you can only learn when you drift from consciousness. Sarah is hesitant to knock you out, but you insist. When you turn around, Sarah clubs you in the back of the head. As you fall to the ground, you hear Sarah's voice drifting away. But her promise is unmistakable. She will be by your side when you wake up.



When you open your eyes, light pierces the edges of the bricks. The bricks slide away to reveal a secret chamber beneath the museum. It looks like some sort of machine room.



Just as you slip out of consciousness, you see a familiar face. It's Theo. He warns you that a war is raging on all planes of existence, and it is spilling over into ours. The stone around your neck is called the Philosopher's Stone, and it promised men fortune and power—but it was only a trap. That stone is the chalice that hides the essence of Lucifer, the angel cast out after the great war in Heaven. His soul has survived over the millennia in that stone, but the same ceremony that wiped out your memory also set Lucifer free. And now he wants that stone because it is the vehicle from which he will be made flesh. Theo tells you that you must uncover the secret buried beneath the heart of Central Park. Only the secret of the park can save humankind from ultimate destruction.



As you and Sarah enter the room, the otherworldly architecture takes your breath away. This looks like an ancient machine, built by the guardians of the secrets of Central Park. As you take in the

spire in the center of the room, Sarah is drawn to two lines of poetry carved into a stone on the far side of the room:

The hands of Venus will shape the lock to this door,
While Mars will fight to bring the key back to the core.

What does the poem mean? Venus seems like a reference to a woman. That must be Sarah. And you must be Mars, the one prophesied to bring the key back to the core. Is the core this machine? There is a lens on top of the etched stone, and a memory card. Sarah notes that the memory card is a perfect fit for Theo's cell phone. You slide the card into the phone and immediately see a host of messages appear in Theo's document folder.



The messages contain key information about Room 943, the poem on the stone, something about the old castle at the heart of the park (Belvedere Castle), as well as a letter to you from Theo. According to Theo's notes, the castle is some sort of Templar Knight monument. The lens on the stone is critical to unlocking the secrets of the Lucifer symbols. You must shine light through the lens to wield the power of the symbol. The letter from Theo fills in the pair's backstory. Apparently, you took in Theo when he was boy and got him excited about esoteric mysteries. Young Theo became obsessed with the stone you found (the stone of Lucifer) and to save Theo from it, you vanished with the stone. You sacrificed your own sanity to save Theo from Lucifer's curse.





Equip the lens and your flashlight. Retreat from the machine room, leaving Sarah to unravel the secrets of the lock, while you approach the matching symbol on the wall in Room 943. Stand in front of the red symbol and hold down the right trigger to hold the lens over the flashlight. This casts the symbol on the wall. Hold it over the red symbol. Suddenly, the wall falls away, revealing a hidden passage leading away from the museum.

TIP

Out of flashlight batteries? Check the shelves in the bathroom.





Before you step into the new passage, Sarah stops you. She is convinced that her presence is no coincidence. She is the Venus of the poem. She will try to build the lock while you head to the old castle in search of the key. Hopefully, the next time you meet, you can solve this mystery and wake the city from this madness.

SEQUENCE 2

You must explore the hidden tunnel and find a way to the surface. The old castle at the heart of the park is your destination. But getting out from under the museum won't be easy. You must use your brains to solve a series of puzzles and break out of the caves under the museum. Unless you find a way topside, Lucifer will soon find his stone and finish his conquest of the material world.



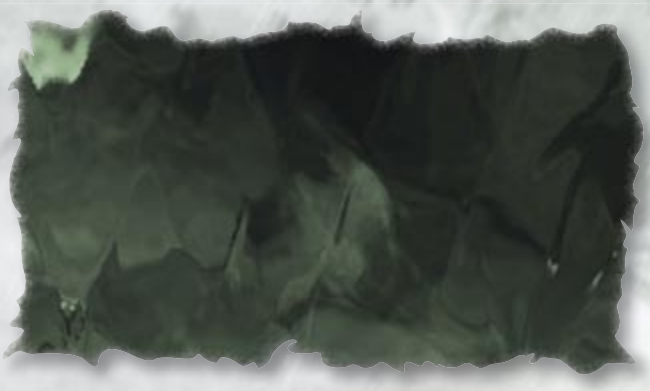
Episode 6



Walk down the tunnel to reach a large underground chamber.



When you enter the chamber, the tunnel behind you seals itself with a minor cave-in. No way to go but forward. There are several Ratz in this chamber waiting to harass you as soon as you step inside. They surround you, spitting their blinding poison at your eyes. Either shoot the Ratz to get rid of them, or grab the broom off the floor and ignite it in the nearby torch. Swat the Ratz with the burning broom to eliminate them. The Ratz keep coming, though, because there is a nest on the other side of the chamber. The chamber is divided by a deep gap—it's too wide to jump across and too tall to scale. You have to find something to make a bridge.



Blink to wash the poison from your eyes and regain 20/20.



Jump behind the wheel of the forklift. Drive the forklift down the ramp that leads into the gap. There is a large metal plate on the ground in the gap. You can hoist the plate up to make the necessary bridge. Drive the forklift right up to the plate so the tines are under the plate. Press up on the d-pad to raise the plate. The gears are so rusty, the plate sticks when you snap it into the top position. Now, back up and drive the forklift out of the gap.



Squish the Ratz under the forklift's wheels to keep them from blasting you with poison.

NOTE

Don't worry about the condition of the forklift. It can take much more abuse than a regular car.





Hop out of the forklift, and prepare a batch of fire bullets. If you do not have any fuel, find a flammable object and ignite it in the torch. Before you drive the forklift over the bridge, you need to take out the two Ratz nests. Otherwise, the Ratz will continue to follow you through the rest of the underground complex. Pop the nests with fire bullets to incinerate them. If you have no fuel, just hold a burning object against the nests to set them on fire. After the nests burn, finish off the remaining Ratz with your gun.



Return to the forklift and drive it across the bridge. Carefully



negotiate the entrance to the next passage, steering the forklift around the tight corner. You need to use the forklift to solve the puzzle in the next room.



DRIVE THE FORKLIFT TO THE RIGHT OF THE BROKEN RAMP ON THE FLOOR BENEATH THE BOXES. LOWER THE TINES AND SLIDE THEM UNDER THE END OF THE RAMP.



RAISE THE TINES SO THE RAMP IS COMPLETELY OFF THE GROUND.



JUMP OUT OF THE FORKLIFT, AND WALK TO THE SWITCH ON THE OPPOSITE WALL.



THE SWITCH SLIDES A SUPPORT BEAM OUT OF THE WALL UNDER THE HOISTED RAMP. AT THIS POINT, ONE OF THE HUMANZ RISES OUT OF THE GROUND BEHIND YOU. IT MUST BE DEFEATED IN ORDER TO CONTINUE WITHOUT INTERRUPTION.



BACK THE FORKLIFT AWAY FROM THE RAMP. THE RAMP SETTLES ON THE BEAM. NOW YOU CAN DRIVE UP THE RAMP AND MOVE THE GIANT METAL CRATES OUT OF THE WAY.



DRIVE THE FORKLIFT UP TO A STACK OF BOXES. SLIDE THE TINES UNDER THE STACK OF TWO BOXES, AND RAISE THEM SLIGHTLY OFF THE GROUND.

Episode 6



Now, drive the boxes to the left side of the room, gently depositing them under the tall ledge.



Hoist another stack of two boxes, but raise them high into the air. Swing the forklift sharply to the side so the boxes tumble off the tines.



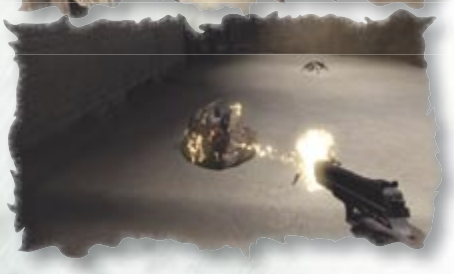
Pick up one of the single boxes with the forklift and drive it over to the stack of two by the ledge. Place the single box in front of the stack, creating a set of makeshift steps to reach the high ledge.

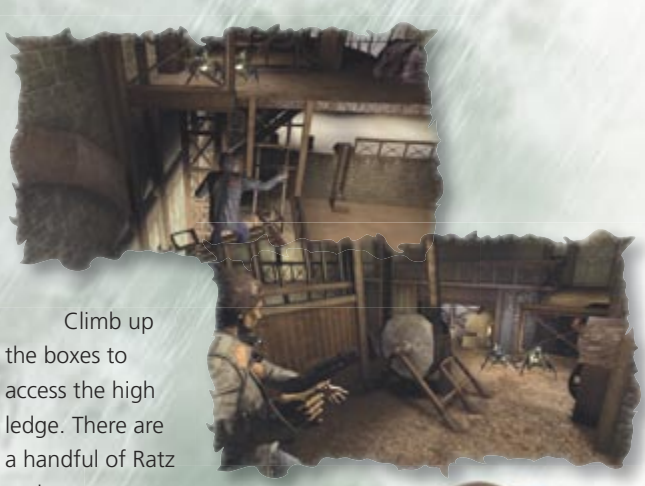
NOTE

As you move the boxes, you receive text messages from Sarah. She sends you some of Theo's diary passages that explain the origins of Central Park and why a cabal of city planners was so keen to prevent future development on the site. They knew they needed to keep humans from meddling with whatever lay beneath the soil.

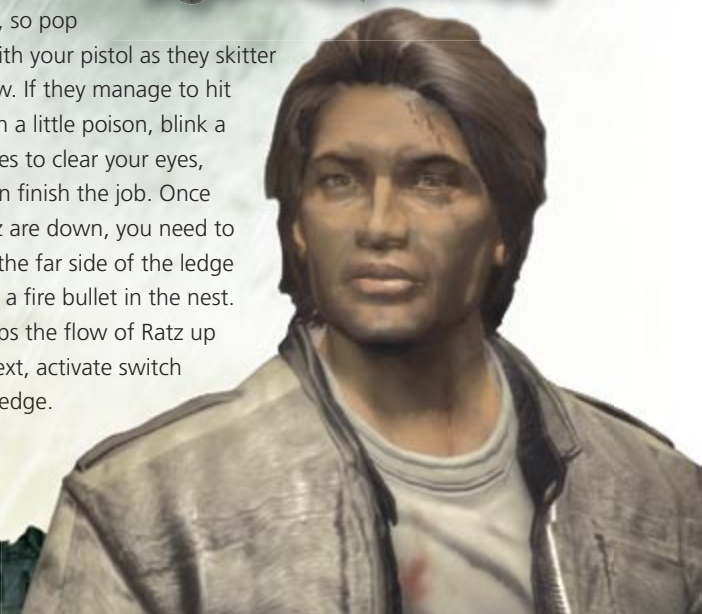
Next, climb down the ladder into the gap in the center of the room. There is another steel plate on the floor, and you can see the system of gears that would raise it to bridge the gap. You need to raise this bridge and drive the forklift across it. However, there is a nest of Ratz on the other side that will keep producing the little buggers as long as you let it thrive. Climb the ladder on the other side of the gap and blast the nest with a fire bullet. Once the nest is toast, finish off the remaining Ratz on the ground. Now, cross back to the other side of the room.







Climb up the boxes to access the high ledge. There are a handful of Ratz up here, so pop them with your pistol as they skitter into view. If they manage to hit you with a little poison, blink a few times to clear your eyes, and then finish the job. Once the Ratz are down, you need to step to the far side of the ledge and put a fire bullet in the nest. This stops the flow of Ratz up here. Next, activate switch on the ledge.





The switch raises the steel plate in the center of the gap. You can now drive the forklift to the other side of the room.

Tip

If you are out of anything flammable, just drive over the nests with the forklift to eliminate the Ratz generators.



Get out of the forklift, and activate the switch next to the door. The rusted gears seize up when the door is just a few inches off the ground.



Get back in the forklift. Slide the tines under the gap in the door and manually raise it.



Leave the forklift where it is so the door doesn't slam back down. Walk under the door.



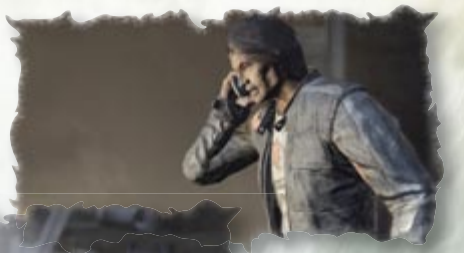
There is an elevator at the end of the passage. Stand on it and activate the switch to rise to the surface.





At the top of the elevator, use the switch to open a door that leads outside. The coast appears to be clear. Step out on the bridge across the deep groove cut in the earth to start your journey to the old castle—and some answers. But when you reach the middle of the bridge, it collapses. And drops you right into a river of that ravenous black ooze. You're in big trouble.

SEQUENCE 3





As soon as your feet touch the ooze, your phone rings. It's Crowley. And he's got a deal for you. He will rescue you from the black ooze in exchange for the stone. As a gesture of good faith, he shines a light down into the crevice from the safety of his helicopter overhead. The black ooze immediately retreats, giving you a temporary lease on life. But now you have a choice to make. Accept Crowley's offer and escape via his helicopter? Or just let the ooze take you and end your part in this horror?





Crowley decides to toy with you for a few seconds while you make up your mind. He moves the spotlight around the bottom of the crevice. You must keep up with the spotlight or else the ooze will consume you. Walk to the right side of the crevice under the halo of light. You may have to run a little to keep up, as the spotlight moves just slightly faster than your normal walking speed. At the edge of the crevice, the light makes an abrupt 180-degree turn. Run with it back to the left, keeping up with it as Crowley has a little fun angling to the north for a moment to keep you on your toes.



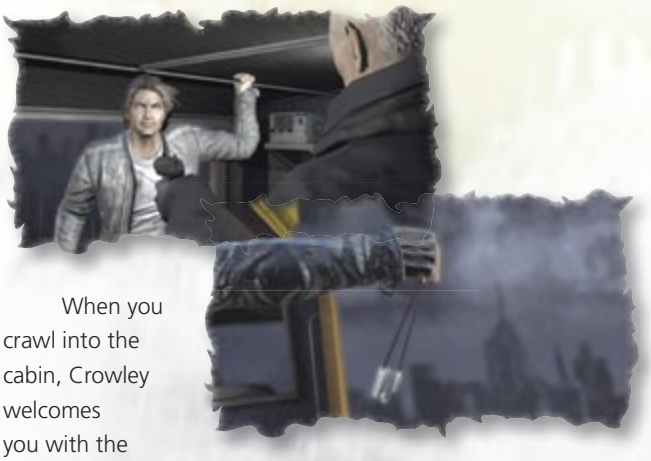
Crowley keeps it up, running you back and forth across the crevice one more time. He taunts you from the sky, wondering whether you'll finally accept his invitation to join him in the helicopter. The spotlight finally comes to a stop near the left side of the crevice as Crowley issues his final offer.



You have no choice. If you do not accept, you'll die and Sarah will likely perish shortly thereafter without ever knowing what happened to you.



You climb the rope to meet Crowley in the chopper.



When you crawl into the cabin, Crowley welcomes you with the dangerous end of a 9mm. He demands the stone. But before you hand it over, you demand some answers. And just to make sure Crowley gives them, you dangle the stone outside the helicopter. If you drop the stone, it will fall straight into the ooze and neither of you will get to meet Lucifer face to face. Crowley tells you that he actually has other designs on the stone than following the Path of Light prophecy Theo spoke to you about. He has darker purposes.



Before Crowley can tell you exactly what he plans to do with the stone, though, you get a little unexpected company. Actually, there's nothing little about it. The monster that buzzed the museum after you rescued Sarah from the cocoon is back. Flapping giant wings, the leviathan closes in—does it want the stone, too? After all, it could bat the helicopter out of the sky in a heartbeat. The chopper pilot predictably freaks out and tries to fly away, but the monster keeps pace with the chopper, determined not to let you out of its sight.



The giant chases you over Central Park. A lightning strike rips through the grim skies and strikes the monster. It recoils from the bolt, and one of its wings clips the helicopter. The electric shock stops the beast's heart, and it crashes into the park. The helicopter goes into a spiral the pilot cannot recover from, sending you flying from the cabin. You're able to grab the cable Crowley offered you back at the ooze and hold on to it as the helicopter plows into the ground.

Episode Closure

This episode finally unveiled the mystery of Room 943. Theo had discovered a piece of machinery under the museum that was directly related to the stone, but he was unable to activate it before Crowley and his thugs kidnapped him. Besides, Theo couldn't have done much with the machine, as the prophecy inscribed on one of the stones explicitly said that it would take a Venus to craft the lock that somehow helped activate the machine. Proving that little in the universe is a true coincidence, Sarah survived long enough to reach Room 943 with Edward and fill the role of this Venus.

Edward set out for the castle, per Theo's instructions, to find the key that would go with Sarah's lock. Before he could reach the castle, he was intercepted by Crowley who revealed that there is an alternate use of the stone. Before Edward could find out what that was, the helicopter was intercepted by a flying leviathan. An accident sends the helicopter crashing into Central Park. If Edward can survive the impact, can he also escape Crowley's clutches one last time and find the key in the old castle? And even if he does find the key, does he really want to know what will happen when he slides it into the lock?

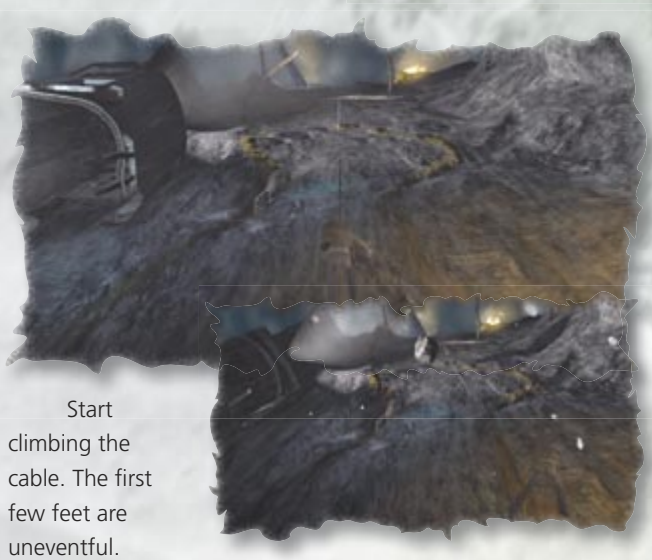
Episode 7

The Path of Light

Armed with a lens created by the Templars who designed Central Park as the means to stop Lucifer from retaking the Earth, Edward struck out from the depths of the museum to follow the Path of Light. Unfortunately, Crowley chose that moment to strike, trapping Edward in a trench filled with ravenous black ooze. Edward had no option but to bring the stone to Crowley to escape from certain death. But in a night with few coincidences, a lightning storm brought down Crowley's helicopter. The crash sent Edward flying over the edge of a cliff, but the hero grabbed on to a cable with all his strength. If he can survive the crash and reach the castle, the next stop on this Path of Light, just maybe Edward can reverse the damage caused tonight.

Sequence 1

The episode opens with you hanging off the side of the cliff. The helicopter wreckage is precariously teetering at the edge of the cliff above you. You must climb up the cable before the helicopter loses its purchase in the dirt and slides into the abyss. You have no idea whether Crowley survived the crash and is just waiting for you top-side, but your own skin is the more pressing matter right now.



Start climbing the cable. The first few feet are uneventful. However, a rumble from above indicates that the wreckage is slipping. The gnarled helicopter inches closer to the edge, sending rocks cascading down the side of the cliff. You must swing to the right and avoid the rocks. As you start pulling yourself up again, the helicopter slips again, dropping you farther down the cliff. Another rock rolls off the cliff and plummets down the left side. Stick to the right to avoid trouble.



Another stone falls down the center of the cliff. When you reach the gas jet (it looks blue in this light), the helicopter slides again. Not only do pieces of stone fall from the edge, but now flaming debris from the helicopter also plummets down the cliff. Swing left and right to avoid the debris. By now the wreckage is right up against the edge of the cliff. You can see the blazing fires consume the twisted hull. A few more minutes of that intense heat and the wreckage will start pulling itself apart.

NOTE

If you are hit by any falling debris, quickly press the action button that flashes on screen to recover.



THE HELICOPTER FINALLY SLIPS OFF THE CLIFF, BUT IT IS CAUGHT ON TWO PIPES. THERE IS NO TIME TO WASTE. KEEP CLIMBING BEFORE IT FALLS.



THE FIRES FROM THE WRECKAGE IGNITE STREAMS OF FUEL FALLING DOWN THE FACE OF THE CLIFF. YOU MUST JUMP AWAY FROM THE CLIFF TO AVOID GETTING BURNED.



The helicopter keeps sliding until one side slips off the pipes. The helicopter swings so that you are facing the cockpit. This thing is about to drop, so you need to keep climbing and look for another way up the cliff. Swing left to avoid the fire rivulets on the cliff. When you reach the headlights of a subway car, you're almost out of danger (for the moment). Swing back and forth to gain momentum, and then jump to the subway car. Just as you release the cable, the helicopter slips off the pipe and explodes on a rocky outcropping beneath you.

TIP

If you were struck by any debris or rocks, heal up on top of the subway car before dropping inside.



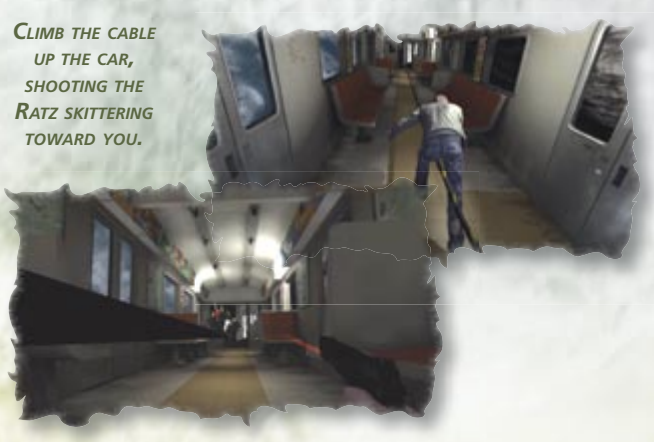


DROP THROUGH THE HOLE IN THE ROOF OF THE SUBWAY CAR. YOU RECEIVE A TEXT MESSAGE FROM SARAH. SHE HAS DISCOVERED ANOTHER DOOR IN THE MACHINE ROOM. BUT SHE'S STILL MISSING THE KEY THAT ONLY "MARS" CAN PROVIDE.



WALK TO THE END OF THE CAR. YOUR WEIGHT CAUSES IT TO SLIP, BUT THE CAR CATCHES ON PIPES, PREVENTING IT FROM FALLING INTO THE ABYSS.

CLIMB THE CABLE UP THE CAR, SHOOTING THE RATZ SKITTERING TOWARD YOU.



Episode 7



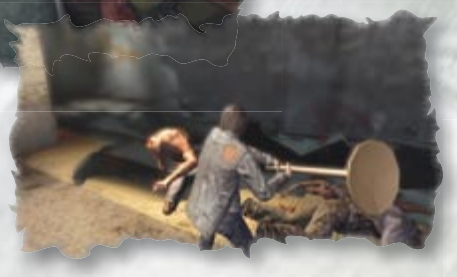
The cable leads to another battered subway car, but at least this one is still on its tracks. Run through the subway car and jump out the far door.

Tip

You are about to fight some Humanz. If you have the materials, make a batch of fire bullets while standing in the subway car.

Sequence 2





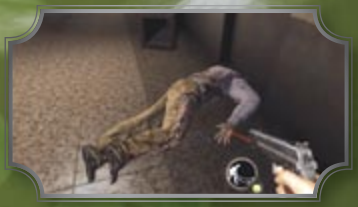
The subway station seems quiet at first. Two more survivors wave at you from another derailed car. As you close in on them, though, four Humanz jump into the station. The biggest of the pack leaps toward you with its brick-like fists outstretched. Dodge the incoming blow and look for a weapon. There is a baseball bat on the station platform. You also can grab a post next to the stairs. You need to bat the Humanz away so you can finish them off with some sort of fire-based attack.

If you have fire bullets, blink to identify the fissures on the Humanz. Aim for the fissures and blast away. Try to take down as many as you can from a safe distance with fire bullets. A Ratz on the wall tries to spit poison in your eyes, preventing you from getting off clean shots. If you plan to use fire bullets, be sure to blast that Ratz so it cannot gunk up your peepers. Otherwise, you'll be constantly blinking away the poison while the Humanz advance.





Tip



Close-quarters combat may prove dangerous, but it's good if you can't make those direct hits on a moving target. Beat the Humanz into submission, and then clean up their corpses on the ground with fire bullets.







Need materials to make fire bullets or bombs? Dive through the restroom door





on the subway platform. You need to equip the flashlight to see in the darkness. Once you can see, shoot the Ratz off the bathroom wall. Now, check out the utility closet in the back of the bathroom. The shelves are loaded with goodies like plastic bottles full of fuel, double-sided tape, a screwdriver, flashlight batteries, and mosquito spray. The nearby cart also has a spray can, plus some bottles. And if these treasures aren't enough, pick up the axe on the ground. Now you're ready to clean off the subway platform and make for the surface.



Watch out as you head back out to the platform. One or more of the Humanz may have followed you into the bathroom. Be ready with fire bullets to take out your enemies, which is much easier in the narrow restroom because it has less space for these mobile monsters to jump around. When you head back to the platform, look out for a huge Humanz on the tracks. It is one of those claw-throwing beasts, so keep your distance. Use Spectral Vision to spot its fissures and take aim.

NOTE

Although it is still weak against fire, this monster actually needs two fire bullets to be defeated.



USE THOSE BOTTLES OF FUEL FROM THE BATHROOM TO TAKE OUT THE MONSTER CLAW-THROWER FROM THE PLATFORM.



ON THE FAR END OF THE PLATFORM, LOOK OUT FOR ANOTHER RATZ ON THE WALL AND ONE MORE HUMANZ THAT POPS OUT OF THE FLOOR.

NOTE

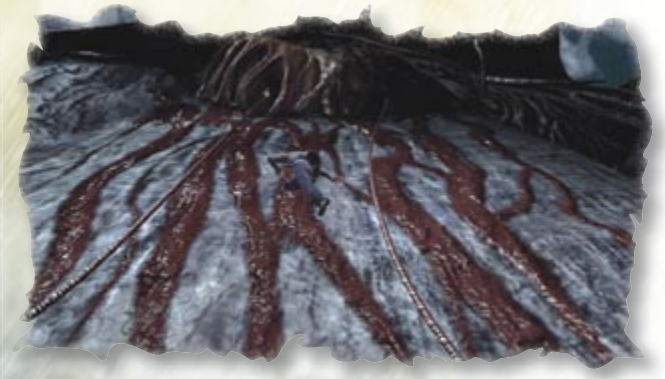
Before leaving the subway platform via the car, return to the restroom and fill your inventory. You cannot backtrack to this point once you enter the subway car.

Episode 7





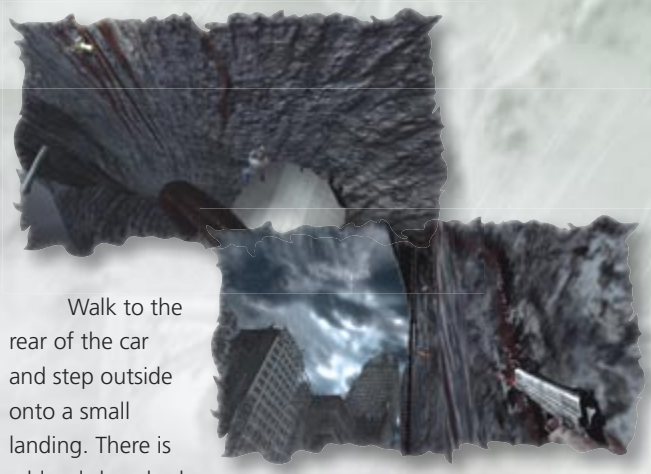
After the platform is clear, the survivor on the subway car next to the platform opens the door. Jump aboard. As you follow the survivor into the car, four wet tendrils—they look like a cross between tongues and fresh scabs—descend from the surface and wrap around the subway car. The tendrils pull the car from the tracks and start hoisting it up. The survivor abandons the subway car (on the wrong side), leaving you to ride it up alone. The tendrils then rip away the roof, leaving you with a clear view of solid ground.



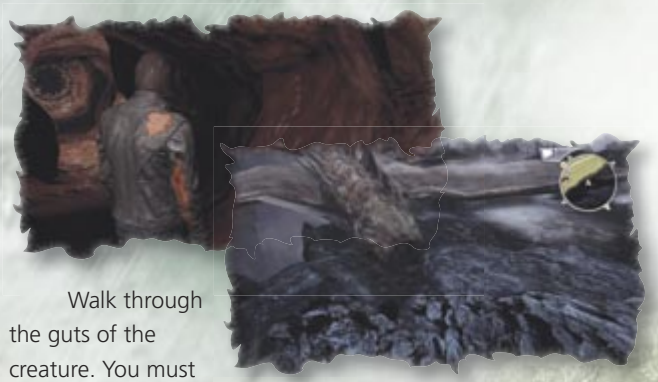
Swing from left to right several times to get the momentum needed to launch yourself to the second cable.



Follow the cable as it leads inside the charred, bloodied carcass of the winged giant that brought down the helicopter.



Walk to the rear of the car and step outside onto a small landing. There is a blood-drenched cable on the left, patrolled by Ratz. Shoot the Ratz off the cable and jump out to grab it. As you climb up the cable, more Ratz descend. Shoot them away. There is another cable on the left, also a haven for Ratz. You must shoot them off the second cable and jump to it.



Walk through the guts of the creature. You must step through its orifice to get back outside. As soon as you reach solid ground, you receive another message from Sarah. It's about the lens: apparently, Theo built it. It is the key to following the Path of Light, so keep it handy as you fight your way to the old castle in the middle of Central Park.

SEQUENCE 3

After scraping the intestinal goop off your jacket and getting a lungful of fresh night air, you can resume your chase for the old castle. You could run there and deal with intermittent Humanz attacks, but a set of wheels will get you there much faster. Before setting out for the castle, though, check your GPS.



There are seven more Spectral Power points active on your map. You must hunt down and destroy enough of these Spectral Power roots to earn 30 points and raise your Spectral Vision degree to three. Only with third-degree Spectral Vision can you see the symbols on the castle walls in the next sequence. There are more Spectral Power points available than necessary right now, so take your pick for the fastest path to 30. For a complete rundown of the Spectral Power points and what to expect at each location, see the Spectral Power section at the end of this chapter. After you have burned away the roots and reached the third degree of Spectral Vision, you can head for the old castle and resume the Path of Light.



To pursue those Spectral Power-imbued roots, you need some wheels. Check your map



for blue car icons. There is no shortage of vehicles to "borrow," from taxi cabs to pick-up trucks. Hop behind the wheel, loot the glove box for spare items, and head for the orange dot on the map. The old castle is in the center of Central Park, overlooking a small lake and meadow. Pull up to the shadow of the castle and get out.

TIP

You need the flashlight for your tasks at the old castle. If you are short on batteries, check on the ground near the overturned garbage cans or in the glove boxes of nearby cars.

SEQUENCE 4

When you reach the castle, you receive another text message from Sarah. She found some information about those roots. Apparently, they are tools of Lucifer. He uses them to draw energy from the Earth and channel it to a tree somewhere in the park. She encourages you to destroy as many roots as possible so you can absorb the Spectral Power. It's good advice.





When you set foot on the castle grounds, a fissure roars to life. Immediately back away so it doesn't grab you. Arm yourself with something flammable: a Molotov cocktail, a makeshift blowtorch—anything that burns. Step forward to tease the fissure back to the surface, and then attack it with your weapons. Be cautious about range if you're using a bomb to take out the fissure. If you're too close, you will suffer heavy damage—the kind that requires a bandage to properly heal.

The secret of this castle is not plainly visible. You must close your eyes if you want to truly see what is hidden. There are six symbols in or around the castle. You must close your eyes to spot them. Once you see the symbols, you need to shine a light through the lens on top of the symbol. Hold the light in place to activate the symbol. You must hold the symbol at just the right spot, though. If you are lighting the symbol correctly,

you will feel a little rumble. If you are shining the light and you feel nothing, you need to either step closer to it or farther away. The goal is to have the projected symbol appear roughly the same size as the symbol on the castle.

Each symbol you activate unlocks a seal at the top of the castle. Once you light all six symbols, the sealed door will open and you can ascend to the top of the castle to see exactly what the architects of the park have hidden. Is this the final destination on the Path of Light? Or is this just one more stop along an increasingly treacherous trail?

SYMBOL 1



The first symbol is on the ground level of the castle. Walk up the steps and look at the cornerstone to the right, next to the first window. Close your eyes and the symbol appears, accompanied by an ethereal sound. Equip the lens and the flashlight. Stand directly in front of the symbol. Use the lens and the light together, projecting the symbol on the wall. Match the symbols together. When you activate the symbol, you hear another sound and the symbol twinkles.



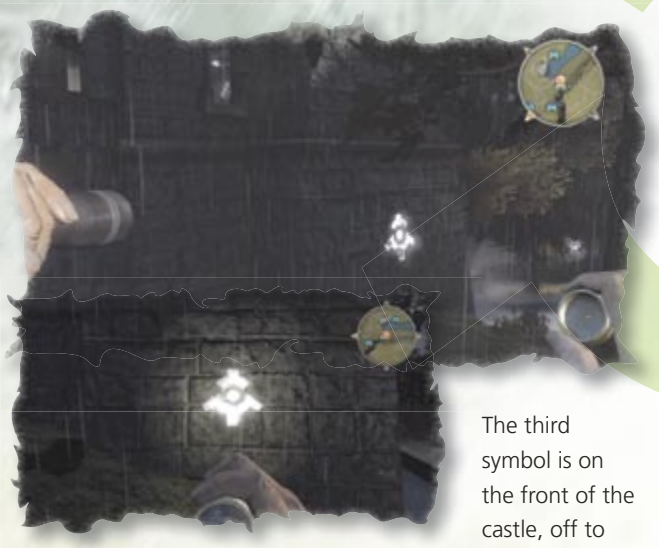
Inside the castle, the first seal on the door is illuminated. Only five more to go to crack the secrets of this old castle, a tourist favorite back when Central Park wasn't an 843-acre nightmare.

SYMBOL 2



The second symbol is to the left of the first. Walk over to the larger of the two covered observation points. From this observation point, you can see the lights of the amphitheater across the lake. Look at the short wall with the fire and the garbage can. Blink to see the symbol on the wall in front of you. Lift the light and aim for the symbol. Step close enough that you can only see the hexagonal tiles on the floor below the wall. Shine the light over the symbol to illuminate the second seal inside the castle.

SYMBOL 3



The third symbol is on the front of the castle, off to the right. Back out to the castle lawn, and then walk along the perimeter of the castle until you reach the corner. Close your

eyes to reveal the symbol on the wall. Stand in front of the symbol, get close, and then shine your light on it. When you project the symbol properly, the twinkling symbol on the wall appears and the third seal is illuminated.

SYMBOL 4



The fourth symbol is just around the corner. However, you should put away your flashlight for now because two Humanz are guarding the symbol. When you walk up the steps, the monsters emerge from the wall and the ground. Immediately back down the steps. If you have a bottle of fuel (there are some in the trash near the entrance to the castle grounds), throw it at the Humanz and shoot it out of the air. The explosion sends burning fuel everywhere, incinerating the two Humanz before they can pose a real threat.



Once the two Humanz are dead (re-dead?), walk back up the steps and close your eyes to reveal the symbol on the wall. Equip the lens and the flashlight, and aim for the symbol. As soon as you illuminate the symbol with your projected symbol, the fourth seal upstairs is opened. This is the final symbol outside the castle. The last two are inside, so you need to return to the steps and figure out a way to open the door to the castle interior.

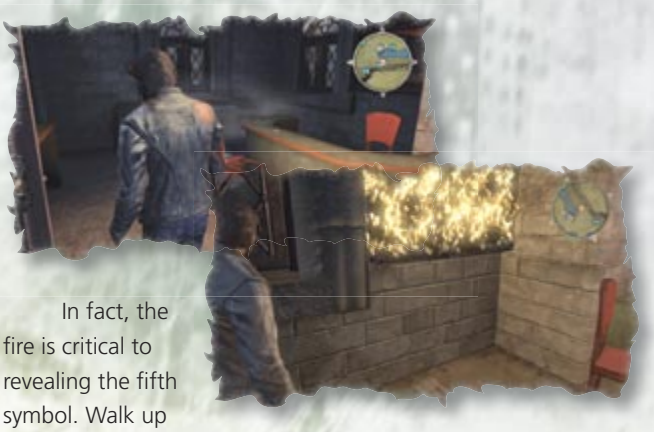
NOTE

There is one more Humanz outside the castle, along the path next to the water. If you want the sledgehammer down there to break open the castle door, you need to fight the monster to get it. Of course, the sledgehammer is a wicked way to smack the brute senseless.

SYMBOL 5



To enter the castle, you need to smash open the door. There is a sledgehammer on the trail behind the castle that's perfect for the demolition job. You also can retrieve a fuel-filled bottle from the trash cans on the site and use that to blow open the door from a distance. Once inside, you will notice a fire in the corner, but don't worry—it isn't spreading.



In fact, the fire is critical to revealing the fifth symbol. Walk up to the counter and pick up all of the glowsticks. Then, grab one of the chairs and carry it over to the fire. Light the chair on fire and walk back behind the counter. Hold the burning chair up to

the painting on the wall. Set the painting on fire and step back. Let the painting burn away from the wall.



After the painting crumbles away, step up to the counter and look at the wall where it hung. Close your eyes to reveal the symbol. Shine your flashlight through the lens to activate the symbol and illuminate the fifth seal upstairs. There is only one symbol left now, but it is the trickiest of the six to activate.

SYMBOL 6



The sixth symbol is in the room behind you,



but the floor is completely covered with black ooze. If you try to walk into the room, the ooze will eat you alive. This is a good time to deploy those glowsticks. The symbol is on the wall of windows overlooking the lake—the right side of the room. It is between the two windows on the left side of that wall, near the lamp that is pushing away the black ooze. Crack the glowsticks to activate them and toss them into the room to create the start of a path to the symbol. Next, grab a chair and set it on fire. Because the monsters are so afraid of fire, the burning chair actually pushes the ooze back farther than the glowsticks do.

CAUTION

Don't try throwing burning bottles at the floor to carve out a path. The ooze will just swallow them.





Use two of the chairs to cut wide swaths through the ooze. Drop the second chair right in front of the symbol so the ooze is pushed high against the back wall of the room. The chairs will burn out, so you need to quickly activate the symbol. Stand in front of the symbol, just a few steps back, and shine your light on it. When the projected symbol matches, the final seal is lifted. The door to the top of the castle tower is open. But how do you get out there?

SCALING THE CASTLE



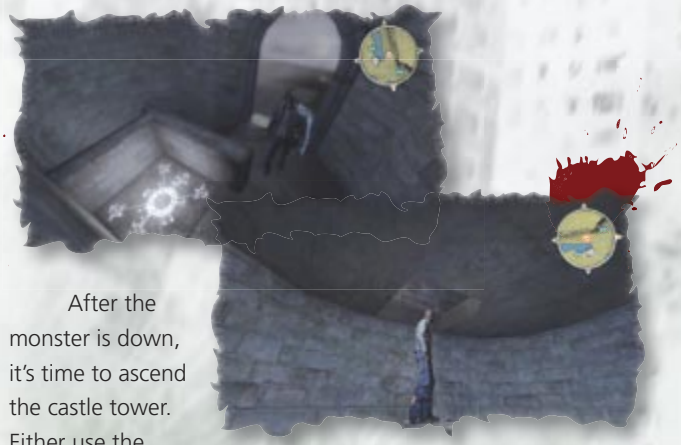


Jump to the ledge next to the sixth symbol and look out the window. There is a cable dangling in front of you. Grab the cable and climb up the side of the castle. When you reach the top of the castle, the phone rings. It's Sarah. She has been deciphering more notes back at

Room 943. Apparently, the end of the Path of Light requires the person who reaches it to make a decision about the fate of humanity. Calling the Light Bringer to Earth risks everything, but the text doesn't make clear exactly what will happen if Lucifer is made real. That's a choice you must make if you do finally reach the conclusion of the Path of Light. Your conversation cuts off as a monster erupts from the base of the tower. If you have a bottle in your jacket, you can take it down with a single throw. Back away and blast it with the fuel-filled bottle.

NOTE

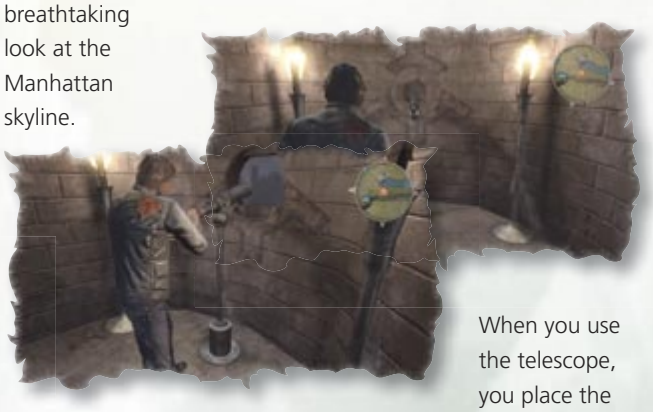
Out of fuel or bullets? Just run for the plate at the top of the stairs to avoid the monster altogether.



After the monster is down, it's time to ascend the castle tower. Either use the fire extinguisher to put out the flames at the top of the stairs or barrel through them to avoid injury.

Step inside and walk up the steps. There is a panel on the floor. It's the panel with the six seals you saw illuminated as you activated the six symbols on the castle walls. Step onto the panel. It rises, lifting you to the lookout room at the very top of the tower.

There is a telescope in the lookout room. When you approach it, the wall in front of the telescope (which is marked with the same symbol as the stone) opens to reveal a breathtaking look at the Manhattan skyline.



When you use the telescope, you place the lens on the eyepiece. Your view through the scope is now superimposed with the symbol. Scan the skyline, looking for any clues about the Path of Light.

Look directly above the bleachers of the amphitheater on the other side of the lake. The full moon is out. Adjust the scope so the circle in the center of the symbol is pointed directly at the moon. Hold it there. This is the key to the Path of Light. Beneath the moon, a column of light rises from the ground. That is your next destination. That is the end of the Path of Light.



Episode Closure

After narrowly escaping from Crowley and crawling through the literal bowels of a monster, Edward managed to fulfill the destiny Theo hinted at in his vision. Edward has solved the puzzle of the symbols at the old castle and uncovered the next stop on the Path of Light. The final hour is drawing near—Edward can feel it. And Sarah's translations back at Room 943 serve to underline just how close to an apocalyptic finale the Earth truly is tonight. It is up to Edward to brave the end of the Path of Light and discover the exact role of Lucifer in the course of humankind. Is the Light Bringer still full of the same fury and pride that got him cast out?

There is one other thing troubling Edward, too. Crowley. You never spotted his body in the helicopter wreckage or at the crash site. It's possible he went over the edge of the abyss. But it's also possible that he's out there somewhere, licking his wounds and preparing to strike once more.

Episode 8

The Light Bringer

This is it—the Path of Light has been fully revealed, and Edward is about to come face to face with a choice that will affect the very course of life on Earth. If he reaches the end of the Path of Light and makes the wrong choice—a selfish choice—will this be the day that days are no more? Edward has no choice but to let this opera play out and follow the Path of Light into the depths of the park. What he finds below the surface will shake him to the core, as the key may not be exactly what Edward expected. And once the key is discovered, can he get it back to Room 943 to affect the coming of the Light Bringer? Nothing less than the entire world hangs in the balance in the final episode of *Alone in the Dark*.

Sequence 1

Thanks to the scope at the top of the castle tower, you know exactly where the Path of Light begins. The entrance is at the north end of the park. But you cannot simply drive there and walk right through a door. You must increase your Spectral Vision to the fourth degree, allowing you to see the hidden entrance to the Path of Light. Should you attempt to start the Path of Light without this increased Spectral Power, you will literally find yourself up against a wall. (It's just a wall you cannot see with your naked eyes.) So, you must scour Central Park and raise your Spectral Power by incinerating more of the evil roots that Lucifer is using to sap energy from the ground.



You must increase your Spectral Power to at least 50 points. That is the threshold for the fourth degree of Spectral Vision. Consult the GPS. As you can see, all the remaining roots are poking through the ground. You can choose which roots you want to burn in any order. You just need to cross the 50-point threshold. You can decide whether to go after easy pickings that only offer one or two points, or whether to go after weightier targets that increase your Spectral Power by five points.



NOTE

There are cars all over the park. Use the GPS to locate a new rig if you need a lift or if you crashed your old wheels too many times.





Some of these roots are guarded by Humanz, so you need to make sure you have plenty of bullets and medical spray for healing your wounds. At most sites with Humanz, you can scavenge a tool or weapon, such as a pipe or baseball bat, to defend yourself. Just knock those brutes unconscious and burn them up with fire attacks, such as a fire bullet to a fissure. Of course, if you're quick about it, you can just knock out the Humanz, burn the root, and then move on to the next location before the brutes pull themselves off the ground.



Because you do not need any items like fuel bottles on the Path of Light—it is a cerebral challenge, not a physical contest—you can use everything you have in this first sequence. Always be on the lookout for replacement items, like extra bottles, when exploring the park or driving from one root to the next. Check abandoned vendor carts for handkerchiefs to use as wicks or double-sided tape for making bombs. Grab spray cans like anti-rust or mosquito repellent to use on the smaller roots.



If you need a certain combination of items to burn up a specific root, you will find the items on site.

TIP

Check the glove boxes of the cars stranded all over Central Park. You can often find fuel bottles or medical spray.

NOTE

You cannot burn up the roots with fire bullets; you must use flame attacks like a makeshift blowtorch or a Molotov cocktail.





There are several roots on the way to the Path of Light entrance on the northern end of the park, but depending on how many roots you destroyed leading up to this episode (you needed to reach the third degree of Spectral Vision to see the symbols on the walls of the castle), you may need to drive farther south to start. There are plenty of roots, and if you only want to pass 50 points it will not take you that long to do so. However, if you want to keep going, you can reach the maximum Spectral Power, which allows you to

see fissures for a very long time after you've opened your eyes. If you are jumping around episodes, this power will certainly make it easier to take out Humanz in earlier scenarios, such as when you're exploring the museum and dealing with the Humanz around every corner.





Once you have reached 50 points and the fourth degree of Spectral Vision, you can head north. The roads are tricky and sometimes treacherous thanks in part to the black spires poking out of the ground and the occasional packs of Humanz you encounter wandering the park's roads. Buzz through the Humanz at full speed. If you are too slow, you risk having a Humanz leap into the air and come down on the hood of your car fist-first. If that happens, you usually must abandon your car and fight off the Humanz, or it will hold on to the hood and just punch you silly through the fast-disintegrating windshield.



It's tough to shake the Humanz after they attack your car, so it might be better for your health just to get out, finish them off, and then attempt an escape.



If you lose a car because of a Humanz attack or just bum luck going off a ramp, don't worry. Just look at your GPS and hoof it to another one.



Very few cars still have the keys in the ignition. If you are under attack from Humanz, remember that hot-wiring will slow you down and leave you vulnerable to a huge strike.

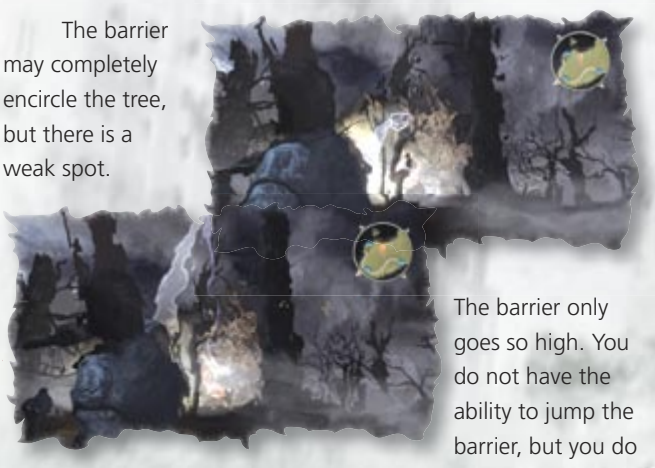


Once you reach the northern end of the park, get out of your car and walk up the hill toward the orange dot on your map. That is the entrance to the Path of Light. As you close in on it, your view starts to curl again, as if you're approaching a root. And that's because you are. There is a tree guarding the entrance to the path, a tree planted by Lucifer to absorb Earthly energy and keep interlopers out of the final approach to the Path of Light. As you walk up to the tree, though, you are violently pushed back. There is something guarding the tree. This is why you needed improved Spectral Vision. Look at the tree and close your eyes.



A massive magical barrier blocks access to the tree! It completely encircles the entrance to the Path of Light. How can you get in there?

The barrier may completely encircle the tree, but there is a weak spot.



The barrier only goes so high. You do not have the ability to jump the barrier, but you do have enough strength to heave something over the barrier. You must heave a bomb over the barrier and incinerate the tree to lower the barrier and clear the entrance to the Path of Light. You need something with a delay on it before it explodes: a Molotov cocktail in a plastic bottle. If you have a plastic bottle full of fuel and a handkerchief, you're all set. Make the Molotov cocktail and get ready to throw it.



Out of plastic bottles? No handkerchiefs to use as a wick? Don't sweat it. Look at the garbage can near the barrier. All the materials you need are right there—just pick them up and assemble the Molotov cocktail.

TIP

Tape up the bottle and place a box of bullets on it to guarantee a big enough blast radius.





Light the Molotov and aim over the barrier. Use the arc to make sure you toss the bomb right at the tree.



After a few seconds, the bomb explodes, destroying the tree. As the tree withers into nothing, the barrier dissipates.

Enter the structure via the door that was hidden behind the tree.





The interior is very nondescript. No hole in the floor. No stairs

leading anywhere. The walls are barren. Only a flagpole stands in the center of the structure. But as you know by now, looks can be incredibly deceiving. Secrets are revealed simply by closing your eyes. So, look at the corner of the structure on the side opposite the door and blink.



The symbol from the castle appears on the wall.

Equip the lens from Room 943 and your flashlight. Walk up to the wall where the symbol appeared and project its image on the wall. You should feel a little vibration as the impression of the symbol is coaxed out of the ether. Now that the outline of the symbol appears on the wall, step back so you are closer to the opposite wall but directly in front of the symbol. Shine the light through the lens and match the symbol. Hold it there for a few seconds so the twinkling lights start dancing. You will feel another little shake. Something is happening in the room.







A hole has opened up in the floor. The entrance to the Path of Light has been revealed!

It's a long way down, so you need to descend carefully via a rope. Shoot the ring holding the rope on the flagpole. A good length of rope falls.





Grab the rope and start your descent.



Release the rope at the ledge, and then turn around to see another rope on the opposite ledge. Walk over to the side of the ledge you're on, so that you hang on the lip of the ledge. Then shimmy left and drop to the next rope. Finish your descent to the bottom of the shaft. You are now officially on the Path of Light.

SEQUENCE 2

You earned enough Spectral Power to see the magical barrier protecting the entrance to the Path of Light, but that is a small taste of the puzzles you face on the Path of Light. There are no enemies to fight on this path. The only enemy here is slow thought. Many of the puzzles on the path require quick thinking to avoid deadly traps like spiked walls and swinging hammers. Once you out-think the architect of the Path of Light, all will be revealed.



RUN DOWN THE TUNNEL TO REACH THE VERY TOP STEP OF THE PATH OF LIGHT.



WHEN THE ELEVATOR STOPS, STEP THROUGH THE DOOR TO START THE FIRST PUZZLE.



When you step out into the huge chamber, the camera swings high to reveal the Path of Light. The entire structure is shaped like the symbol. You must negotiate the tricks and traps laid before you if you want to reach the very bottom and locate the key. If you're ready to find out if you have what it takes to meet the Light Bringer, start walking down the spiral path to enter the first room.





WHEN YOU REACH A SMALL ELEVATOR, USE THE LENS AND FLASHLIGHT TO ACTIVATE THE SYMBOL ON THE WALL. THIS INDICATES THAT THE PATH OF LIGHT HAS BEEN BREACHED, AND TRAPS SPRING INTO ACTION.

PUZZLE 1

Consider this puzzle a warm-up. It introduces you to the ideas used throughout the rest of the puzzles. There is a shaft of light stretching between the two side walls of this room. When this shaft of light is interrupted, a beam of energy snakes through a mechanism that opens the door on the other side of the room. If the break in the beam disappears, the door slams shut. There is too much distance between the beam and the door for you to run through it before it closes. You must find a way to break the beam permanently.







There is a small wooden placard against the left wall. Pick it up.



Place the placard so it breaks the beam. The door stays open, giving you a chance to exit safely.



Use the rope outside the door to descend farther down the structure and enter the next room.

Puzzle 2

There is another beam of light piercing this chamber. The exit door is too high for you to reach. But if you stand in front of the beam,



the block in front of the door drops. However, a bunch of blocks along the right wall near the beam also shift. You must find a way to break the beam only temporarily so you can run to the lowered block and ride it up to the exit door. But how can you break the beam for only a few seconds? The trick is to use the shifting blocks on the right wall to eventually dislodge the box you use to block the light beam.



TIP

Did you see how the shifting blocks do not all move at once? That's the key to solving this puzzle.



Pick up the box in the corner of the room.



Place the box in front of this spot, below the curved stone that looks like a piano. Break the beam with the box, and then release it.



THE BLOCK BY THE DOOR DROPS. IMMEDIATELY RUSH TO THE BLOCK AND STAND ON IT.



THE SHIFTING BLOCK NEXT TO THE BOX POPS OUT OF THE WALL AND PUSHES IT OUT OF THE LIGHT BEAM. THE BLOCK YOU ARE STANDING ON RAISES YOU UP TO THE EXIT DOOR.



Outside the puzzle room, grab the rope and start descending. The rope does not lead directly to a ledge. You must swing yourself over toward the ledge and jump to it. Once you land on the ledge, jump to the next rope on the right. Descend that rope, swing left, and jump to grab another rope. Rappel to the bottom of the shaft via that rope and jump down. The entrance to the next puzzle room is on the left.



PUZZLE 3





This is a timed puzzle. There is a placard with a symbol on it near the door to the room, but do not grab it just yet. The second you grab the placard, the torches on the wall drop and ignite the wooden floor. This forces you to start walking across the path in the center of the room. Sounds fine, right? Hope you have thick-soled boots on, because spikes pop out of the floor at regular intervals. If you are poked, you will slip off the path or fall into the abyss. There are two beams of light that flank the spiked path. Those are the solution to this deadly trap. Breaking the beams of light turns off the spikes a few feet at a time, clearing a path to the exit.

CAUTION

That fire behind you is not patient. You must keep moving along the spiked path while it nips at your heels. If the flames catch up with you, you will burn and be forced to start the puzzle over.



PICK UP THE PLACARD AND WALK STRAIGHT FOR THE PATH. THE SPIKES POP OUT OF THE GROUND.



THE GEARS SHIFT AGAIN. THE SPIKES IN FRONT OF YOU STAY IN THE FLOOR LONG ENOUGH FOR YOU TO MOVE AHEAD TO THE THIRD PAIR OF LIGHT BEAMS.



HOLD THE PLACARD TO THE RIGHT, BREAKING THE LIGHT BEAM. THE GEARS IN THE ROOM MOVE, TURNING OFF THE SPIKES IN FRONT OF YOU. START WALKING THROUGH THE TEMPORARY SAFE ZONE.



HOLD THE PLACARD IN THE BEAM ON THE RIGHT. THE GEARS SHIFT AGAIN AND THE DOOR IN FRONT OF YOU OPENS. GET OUT OF THERE BEFORE THE FLAMES CATCH UP.





WAIT FOR THE SPIKES ON THE NEXT STRETCH OF THE PATH TO POP BACK DOWN. STEP AHEAD AND HOLD THE PLACARD IN THE BEAM OF LIGHT ON THE LEFT.

PUZZLE 4



Walk down the tunnel to reach the fourth puzzle chamber. This one challenges your timing.



When you lift the placard on the illuminated stand, the platform under your feet starts moving. The platform slides along a wall, inching toward a ledge on the opposite side of the room where the exit door awaits.

Naturally, this is where complications ensue. There is a razor on the bottom of the platform that slices through a rope. This rope frees a colossal hammer that swings out of the wall. One hit is enough to rattle your bones. A second hit is enough to knock you off your feet and into the abyss below. However, there is a beam of light running along the wall, so you know that is the key to solving this puzzle.





Holding the placard in the light stops your platform. When you lower the placard, the platform starts moving again. You must stop the platform in front of the hammer slot so it misses you by a hair. As soon as the hammer swings in front of you, lower the placard. Your platform will slide right by as the hammer goes around again. It will miss you just as you clear the hammer slot.

TIP



You must be right up to the edge of the hammer slot or your timing will be off. The hammer will catch you on the next swing.

CAUTION

If you are hit with the hammer, you drop the placard but stay on the platform. You're at the mercy of your timing at that point, and chances are you will be clobbered by the hammer.



There are four hammers in this puzzle. Do the same thing at the second part of the puzzle. Just inch up to it, and then stop right in front of the hammer slot.



The platform slices through two ropes. You must now dodge two hammers right next to each other before you can escape.

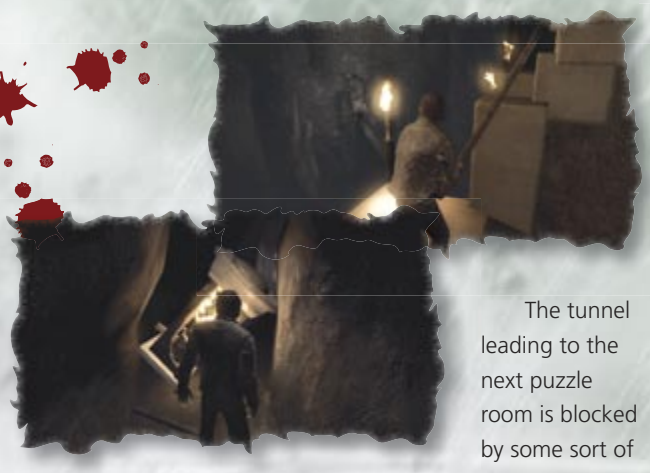


Stop between the two hammers. You cannot glide through them both without stopping.

Episode 8



Ride the platform to the far ledge and jump off to exit the puzzle room. There is another rope beyond the door. Jump to the rope and start descending to the next puzzle room door at the bottom of the structure.



The tunnel leading to the next puzzle room is blocked by some sort of pedestal. The base of the pedestal is made of wood. There are wooden boards on the ground. Pick up one of the boards and walk back to the landing outside the tunnel. Ignite the tip of the board in one of the torches and walk back to the pedestal. Burn the wooden part of the pedestal. The embers crumble, opening up the passage. This is an important hint about the solution to the next puzzle room.

Puzzle 5



The next chamber is very quiet. There is only one beam of light to manipulate.



You see a pedestal like the one that blocked the tunnel in front of a small set of stairs. The pedestal is on top of some sort of floor switch. If you move the pedestal away from the floor switch, the beam of light connects to the opposite wall and the stairs disappear into the floor. Next, the walls start closing in around you. As the walls close, spikes are revealed. You must find a way to burn that pedestal and escape the room before the walls crush you like a banana in a gorilla's paw.



Start by walking to the back side of the pedestal. Grab it and start pulling it across the floor.



The walls instantly start moving, so you have to hurry to complete the next step. Drag the pedestal to the floor switch on the opposite side of the room. When you reach the floor switch, a burning pulley drops from the ceiling and strikes the top of the pedestal. The pedestal catches on fire, but this part was meant to burn. It does not affect the state of pedestal at all.



When you start moving the pedestal for the first time and the walls move, broken timbers fall from the ceiling and a raised ledge in front of the exit door also drops.



DRAG THE PEDESTAL BACK TO THE FIRST FLOOR SWITCH AND BREAK THE LIGHT BEAM. THIS STOPS THE WALLS. RELEASE THE PEDESTAL.



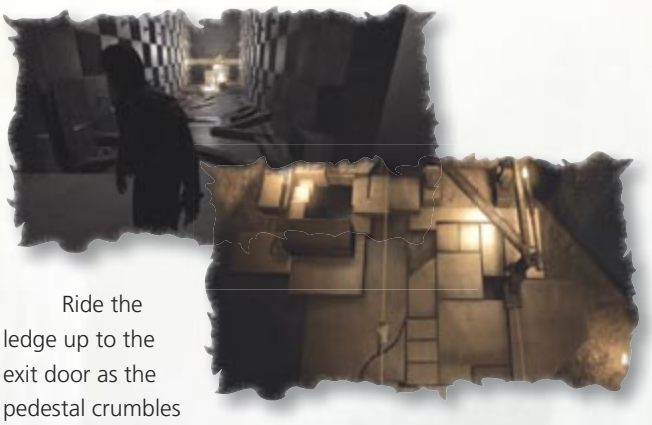
PICK UP A TIMBER FROM THE FLOOR AND WALK TO THE TOP OF THE STAIRS.



LIGHT THE TIMBER IN THE TORCH.



SET THE WOODEN BASE OF THE PEDESTAL ON FIRE. NOW HURRY TO THE LOWERED LEDGE ON THE OTHER SIDE OF THE ROOM BEFORE THE PEDESTAL BURNS.



Ride the ledge up to the exit door as the pedestal crumbles to the floor. Step through the exit door. A rope waits for you. Jump over and grab the rope. Descend to the bottom of the structure, and walk through the next door to enter the second-to-last puzzle room.

PUZZLE 6





The next room is dark. You only see a burning torch and an outline of light around a placard. You must somehow find your way through this pitch-black chamber to the exit door on the opposite side. However, the path is winding and has several dead-ends. This wouldn't be a problem, except the ceiling starts dropping as soon as you pick up the placard. The only way to stop the ceiling is to hold the placard in one of the three light beams stretching along the length of the room. When you break a beam, the ceiling halts. The second the beam is complete again, the ceiling roars to life. You must balance using the light from the burning placard to see your way along the labyrinthine floor with keeping the ceiling from giving you an incurable headache.

NOTE

Did you try to use your flashlight? The magic of the Path of Light is insulted by your artificial light source. It disables your flashlight while you are walking the path.

Episode 8



When you grab the placard from the illuminated platform, you get a quick peek at the ceiling. The ceiling is a mirror image of the path on the floor.



Grab the placard and light it in the torch.



Step on the path to the right and break the beam to stop the ceiling. Follow the path up the room until it splits.



Walk to the left, holding the placard out so it blocks the beam as soon as you reach the right turn.



While breaking the beam, walk along the path until you reach another right turn.



Hustle over to the next length in the path so you can lift the placard into the nearby light beam and stop the ceiling. Walk the U in the path while disrupting the beam.



When you reach the fork in the path (marked with a symbol on the floor), take the route to the right.





Walk up the path, holding the placard in the beam to the left. The path moves under the beam, so move the placard to the right to keep disrupting the light beam.



This leads you straight to the exit. Keep holding the placard until you are safely in the next tunnel. Go ahead and drop it once you are no longer in the puzzle room.



The exit leads to a long walkway through the heart of the Path of Light. As you cross the walkway, torches on either side of the path burst into flame. You are getting close to the end of the Path of Light. There is just one more puzzle room to solve. And then the key is within your grasp. You might just save the world yet.

Puzzle 7

The final puzzle room is a circular chamber. In the center is a pedestal with a geometric sculpture on top. Is that the key? Is that what you need to open the lock in Room 943 and stop the Light Bringer? Torches around the room illuminate one by one, filling the chamber with their soft glow. You know what to do here. Grab a torch and light the wooden base of the pedestal so you can grab the key and get out of here.







The base of the pedestal is quick to burn. The key falls to the ground.

Episode 8



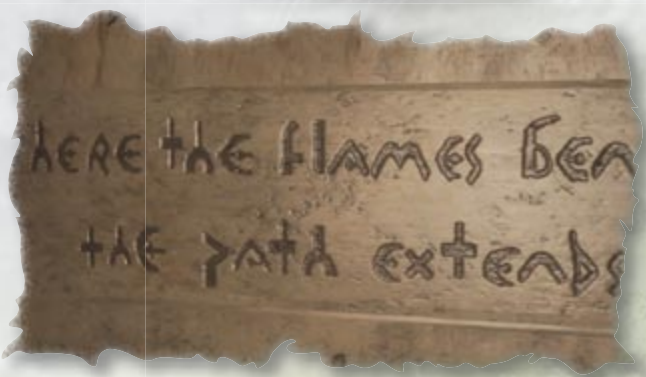
Wait a second. The door you came through is shut.



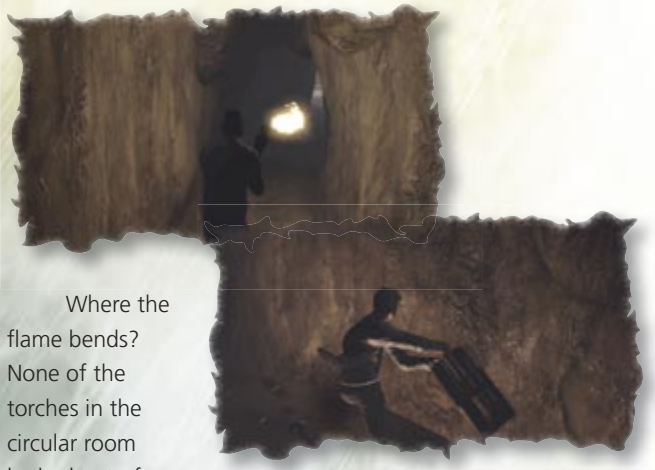
And the only exit in the room is a dead-end!



Pick up a torch and walk down the tunnel to that dead-end.



You hold the torch up to the wall at the end of the tunnel. There is an inscription: Where the flames bend, the path extends.



Where the flame bends? None of the torches in the circular room looked out of the ordinary. Slowly walk away from the inscription toward the circular chamber. When you walk along the tunnel, watch your torch. At a certain point, the flame inexplicably bends away from the wall. That's it—that is the end of the Path of Light. A stone wall. Return to the circular chamber and pick up that geometric sculpture. Maybe the key is just a euphemism for "battering ram?" Return to the tunnel and swing the sculpture at the wall. The wall shatters. Drop the sculpture and enter the small chamber to discover the key.



The key?

Sequence 3

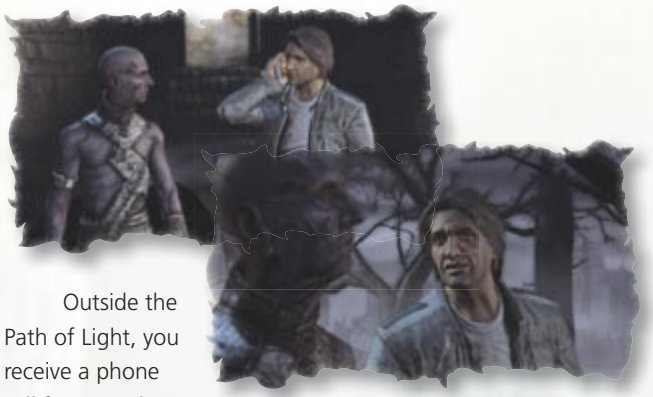


You have done it—you have solved the Path of Light and found the key. But the key turns out not to be an actual key. It is a human being. Or, at least, it was once a human being. The key is Hermes. He is the architect of the Path of Light and the guardian of the stone's secrets. Hermes is pleased to see the stone has found a worthy carrier. As he escorts you out of the Path of Light structure via an elevator, he explains to you exactly who he is and what is about to happen with the Light Bringer. It turns out that you only have half the stone. Hermes has the other half. When he understood exactly what powers the stone possessed, he split the stone and locked himself inside the Path of Light while the other half of the stone traveled the world, passing through the hands of unworthy carriers.





Hermes doesn't ease you into your burden as the true carrier of the stone. You will be forced into making a decision that shapes the fate of the world. You're not exactly sure what to make of this, but you do know that you need to escort Hermes back to the museum and get him down into Room 943 so he can explain exactly what all that machinery in the secret room does. It's time to show Hermes the wonders of the automobile.



Outside the Path of Light, you receive a phone call from Sarah. She has some good news. And some bad news. The good news is that she managed to build the lock. The bad news is that as soon as she completed it, some sort of countdown started. According to Theo's notes, the countdown cannot be stopped by anything but the key. Should the countdown reach zero before the key arrives, "all doors will be locked." That sounds like the nightmare of Central Park will expand around the world, turning it into a creepy hellscape. You better get Hermes to the museum.



Lead Hermes to the car at the base of the hill. He sits in the passenger seat as you rev the motor. In the corner of the screen, a clock starts ticking down.



You need to hurry to the museum. There is no set route, and there are no Humanz on the roads to trouble you. You are racing against time.

Episode 8

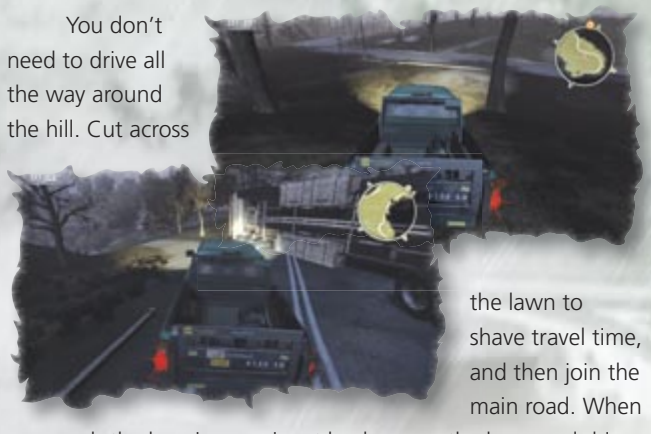
NOTE

The clock starts with only 90 seconds. That's not enough to make it all the way down to the museum. However, if you keep moving, time is added to the clock as strange mechanisms in the lock are activated, delaying the zero hour.



Sarah calls as soon as you get in the car. She needs you to hurry. As you drive, she stays on speakerphone, describing the lock as it moves.

You don't need to drive all the way around the hill. Cut across



the lawn to shave travel time, and then join the main road. When you reach the burning semi, cut back across the lawn and drive between the trees to save time. You can rejoin the road again at the bridge crossing the water.

Keep cutting across the lawns, steering toward the museum. (Use the mini-map to keep your eyes on the prize.) When you reach the great lawn, black spires rip through the ground to block your path. Dust clouds indicate exactly where the spires are about to



appear, so steer around them. You have a little time, so be somewhat cautious. It is far better to take it a little slower than rush ahead only to have your car overturned by one of the spires popping out of the ground.



Back on the main road, more spires push through the asphalt. Steer around the spires and the wrecked cars as the road winds around the reservoir. The spires get progressively larger, blocking more and more of the road. You are sometimes forced onto the sidewalk or into the dirt. Keep moving and be mindful of the abyss on the left. If you fishtail, you might spin out and go over the edge.

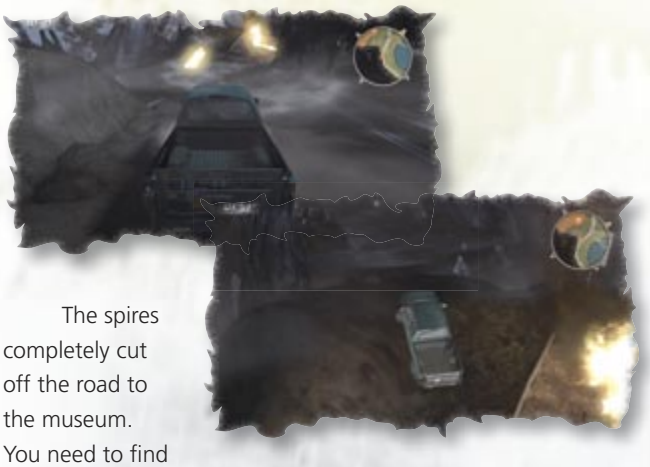




CAUTION

Watch for ramps that appear as the spires push up whole stretches of asphalt. If you miss hitting the ramps straight on, you will roll the vehicle and run out of time.





The spires completely cut off the road to the museum. You need to find another way to reach your goal. When you spot fires coming out of cracks in the earth, you've reached your shortcut. The ground has been pushed high enough to make a ramp over the abyss threatening the entire museum. Straighten out the car and drive up the ramp at full speed. You jump the abyss and crash right in front of the museum's loading docks.

CAUTION

Watch out for the fire. If you drive into the fire, your vehicle bucks like a bronco and you slip off the ramp.





On the other side of the ramp, race down the spiral driveway leading into the depths of the museum. Once you reach the bottom of the spiral, jump out of the vehicle. Hermes will follow you. Run through the loading bay into the next room. There is a huge door marked Room 943 on the far wall of the room. You're almost there. Sarah is only a few heartbeats away, and Hermes will reverse the countdown and save the world.



To raise the door, shoot the lock at the base.

NOTE

If you are out of bullets, look in the locker next to the door.



That was not what you expected to see.



It's Crowley—and he has Sarah at gunpoint. Crowley demands that you turn over the stone or he will kill Sarah. Sarah knows that Crowley cannot have the stone under any circumstance, so she tells you to shoot through her to kill Crowley. You cannot do that. But you think you can get off a shot and spare Sarah's life.



PUT THE RED DOT ON SARAH'S HEAD. WHEN SHE TILTS HER HEAD, THE RED DOT APPEARS ON CROWLEY'S SKULL. NOW'S YOUR CHANCE. PULL THE TRIGGER.





The shot rings out in the museum. Crowley crumples to the ground, lifeless. But that's not going to stop the end of the world. You need to escort Hermes into the machine room. As soon as he reaches the room, he knows exactly what to do. Stand back and watch him stand in front of the light, raising his arms to manipulate his shadow over the symbols on the wall. Whatever he does with his hands works, because the machinery in the room springs into action. A secret door in the rear of the chamber opens. Follow Hermes through the door to meet your destiny.

SEQUENCE 4



Hermes leads you into an ancient chamber. A giant door with nine locks is on the opposite side of the chamber. An altar rests on an outcropping in the shadow of the door. As you approach the altar, Hermes explains that he built this temple with other wise men under the influence of the stone's power. They originally thought it would one day be a gift to humanity. But soon they discovered what they had really done. They had constructed the portal for the Light Bringer, Lucifer, to cross into our world. You must now open the door and make your choice. You cannot walk away or the countdown will reach zero, and the chance for paradise will be lost forever.

CAUTION

This is the very end of the game. If you want to keep the final revelation a surprise until you play it, stop reading right now.

Hermes points to the altar. He tells you to place your stone on the altar.





When you walk over and do so, the altar starts to close in on itself.

The two pieces of the stone are joined in the center. Finally reunited, the power of the full stone starts opening Lucifer's door. The nine rings start turning. The Light Bringer is almost upon you.

As the rings turn, opening the door, Sarah tells you the last shred she found in Theo's notes.





Lucifer's failure is also his resurrection. You're not sure what that means. Light starts filling the rings. Hermes tells you that when light reaches the ninth ring, Lucifer will be reincarnated. Hermes tells you that you must now take the completed stone to face Lucifer.





When you take the stone from the altar, something happens to you. It's as if you are being pulled from your own body. Lucifer is trying to force his way into your mortal flesh. Sarah tries to pull you back. She needs you. She will not let you disappear. But her efforts only doom her. The essence of Lucifer passes from you to her. She falls to the ground, clutching her gut. The light of Lucifer is shining from within her body. Lucifer is trying to take hold. And now you must make your choice.



You have no choice now. Follow his command.

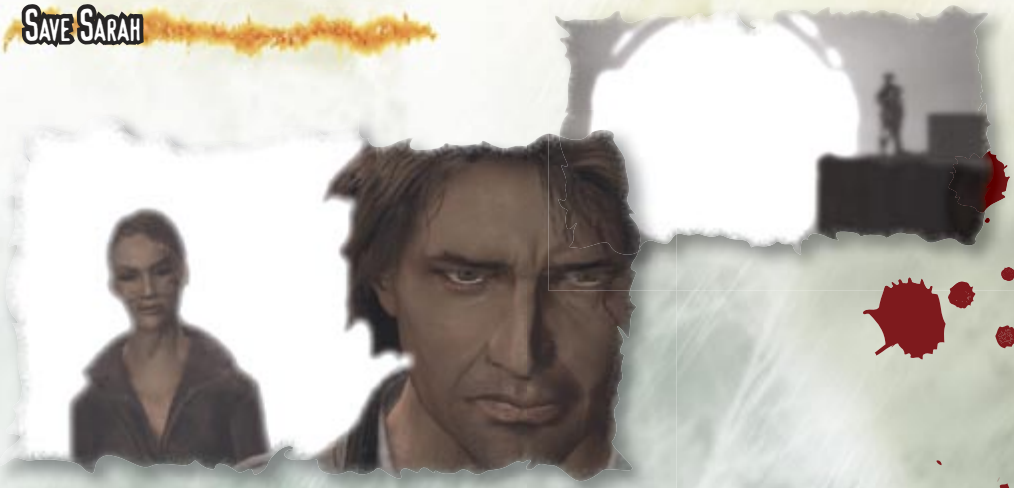


You can either let Sarah live in hopes of driving Lucifer out of her after he appears or shoot her dead to stop the reincarnation. Depending on the choice you make, you will see a different ending. What will you choose? Can you kill Sarah to set her free? Or is the love you nurtured for her during this harrowing ordeal too much to sacrifice?



Episode 8

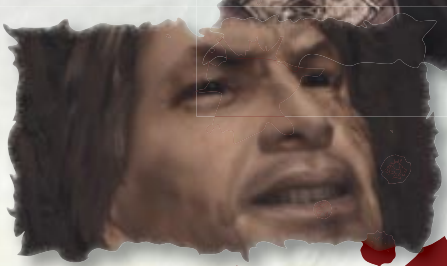
Save Sarah



You just cannot do it. You cannot kill the woman you love with a bullet. But you have killed her. Sarah rises from the ground as the light fills the ninth ring of the gate. She draws you near. She tests your love. And then she shows you: Sarah has become the Light Bringer. Sarah is no more. She is now the incarnation of Lucifer. And while your memories of being Edward Carnby are now lost forever, you have an eternity ahead of you to fill with memories of hunting down Lucifer and bringing his new reign to an end.

Kill Sarah





You pull the trigger. The bullet rips through Sarah's body. She topples off the outcropping, disappearing into the abyss before the door. Hermes laments your decision. "The last act of free will was murder!" You may have saved Sarah's soul, but you have ruined your own. Lucifer transfers into your body. You are the Light Bringer. You are the destroyer of worlds. You are the Omega. And, as Hermes vanishes into the light of the door, you look to the heavens, relishing the power of Lucifer in your bones. In your blood. Edward Carnby is dead. But the world is yours.

The Roots

Scattered throughout Central Park are sinister roots that Lucifer is using to gather strength. All the roots are connected to a wretched tree in the northern tip of the park that blocks the entrance to the Path of Light. You must eliminate these roots to free Spectral Power. Spectral Power fuels Spectral Vision, a talent that grants you the ability to see the unseen. Some of the roots are very small and can be easily destroyed with a small amount of flame. Larger roots require heavier attacks. The bigger the root, the more Spectral Power it is worth.



To reach the required Spectral Power degrees to see the symbols on the castle walls (third degree) and the magical barrier surrounding the Path of Light entrance (fourth degree), you must destroy enough roots to pass two point thresholds. To see the symbols, you need at least 30 Spectral Power points. To see the barrier, you require 50.

Tip

Short on fuel-filled bottles? Instead of throwing bottles at roots on the ground, walk up and pour a little flammable liquid from the bottle on the nasty root. Use the lighter to set the root ablaze.

Note

Although you need only 50 points to achieve the necessary degrees to complete the game, you can raise your Spectral Power to higher levels, allowing you to see fissures in the Humanz long after you open your eyes. It is a useful skill to have if you go back and replay previous episodes. The fifth degree comes at 75 points. At 100 points, you can see the fissures for an extended period of time after you pop open your peepers.

COMPLETE ROOT LIST

The following root list details all the Spectral Power points in Central Park outside those explicitly explained in the walkthrough sections.

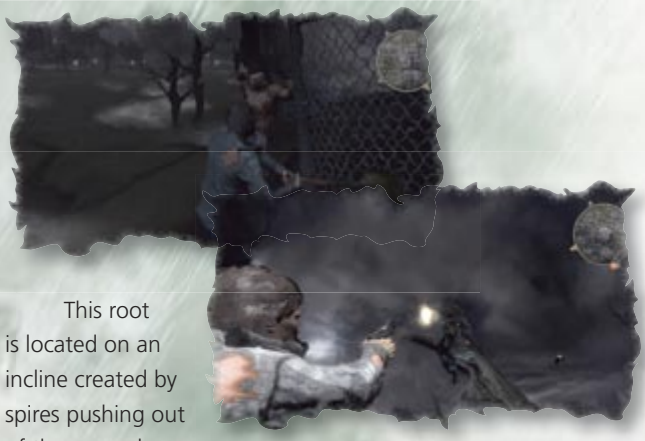


ROOT 1



Spectral Points: 9

Required Items: Thrown explosive



This root is located on an incline created by spires pushing out of the ground. Several Humanz guard the root, but there are many objects on the ground nearby you can use to defend yourself, such as a shovel. Look for flammables, such as fuel bottles, near the site. To destroy the root, clear up any of the Humanz trying to attack you. When the coast is clear, throw the explosive (bottle, spray can) at the heart of the root and blast it out of the air. The explosion burns away the root, granting you nine Spectral Power points.

ROOT 2



Spectral Points: 4

Required Items: Plastic bottle, wick, double-sided taped



This root is buried deep in the basement of the small building on the shores of the reservoir. At least three Humanz spring to attack when you first approach the structure, requiring you to fight them off before you can even turn your attention to battering down the door. Pick up one of the nearby tools, like a shovel or an axe, to beat the Humanz into submission. After burning them away, you can concentrate on getting at the buried root.





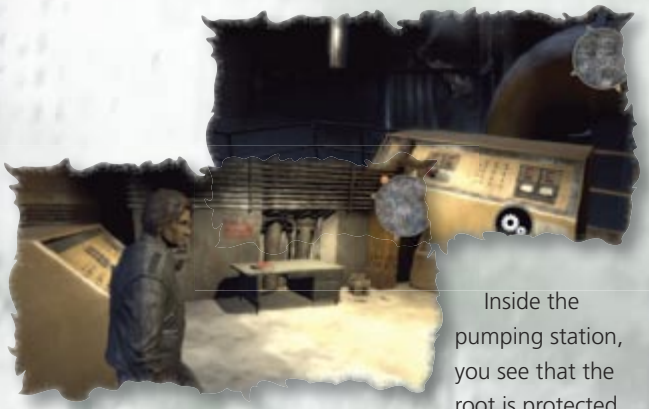
Use one of the tools to break through the front door of the building. Once inside, climb down the ladder in the center of the room. It takes you down to a landing with another ladder. There is a box with glowsticks near the ladder. Fill up on these because the level beneath you is covered with that hungry black ooze. Drop a glowstick down the hole to push away the ooze and clear a spot at the bottom of the ladder.



No need for fancy throws. Just toss the glowstick down the hole.

Once you're down on the floor, keep pushing back the ooze with glowsticks. Your flashlight is not strong enough to fend off this much ooze.





Inside the pumping station, you see that the root is protected by a steel fence. You cannot throw a bottle right at it. You have to use the machinery in the room to work out this puzzle. First, start a ceiling-based conveyor belt with the big red button on the nearby terminal. This is the key. Turn it off when one of the pipes carried by the belt is directly in front of you. Next, turn to the nearby table and locker. Pick up a fuel-filled plastic bottle, double-sided tape, something to use for a wick, and a glowstick (for getting back out through the ooze).



Create a bomb with a plastic bottle, wick, and double-sided tape.



Throw the bomb at the stationary pipe. Then, hit the red button to move the belt. The moving pipe swings your bomb back behind the fence. If your timing is good, the bomb explodes, incinerating the root. Now, collect extra materials (don't forget the glowsticks!) and push your way back to the ladder to leave the building with your Spectral Power points.

ROOT 3



Spectral Points: 4

Required Items: Thrown explosive



This root has sprung up in the center of a basketball court. Several Humanz want to play a game when you arrive, so watch out. Push back the attacking Humanz with fire bullets, then concentrate on the giant root. Throw a bottle at the tip of the root and shoot it out of the sky. The explosion causes the roots to burn away, rewarding you with four points.

ROOT 4



Spectral Points: 6

Required Items: Anything flammable



There are three roots inside this narrow building. To enter the building, you need to pound open the door. Pick up the nearby sledgehammer and crash through the door. Once inside, keep the sledgehammer handy. Some vicious Humanz will be there to greet you. Beat them back with the sledgehammer, and burn them out with a makeshift flamethrower. In close quarters, their movement is limited, making it easier for you to corner them with a flamethrower.







Once the Humanz are dead, start burning down the three roots inside. Each is worth two points. There is one growing out of the wall. Another is in the brick-walled room at the back of the building. The third is in a small holding cell. Once the three roots are gone, you can check out via the door you came through.

Root 5



Spectral Points: 5

Required Items: Plastic or glass bottle of fuel, double-sided tape, bullets

This enormous root is far off the ground, planted on a giant ledge of asphalt separated from the main road. You can reach it by foot. You must throw something at it. However, you cannot throw far enough to hit the root, so you have to use something with a large blast radius. So, tape a box of bullets to a glass or plastic bottle full of fuel and throw it at the root. When it is as close to the root as your throwing arc shows, shoot it. The explosion will reach the root and burn it away.

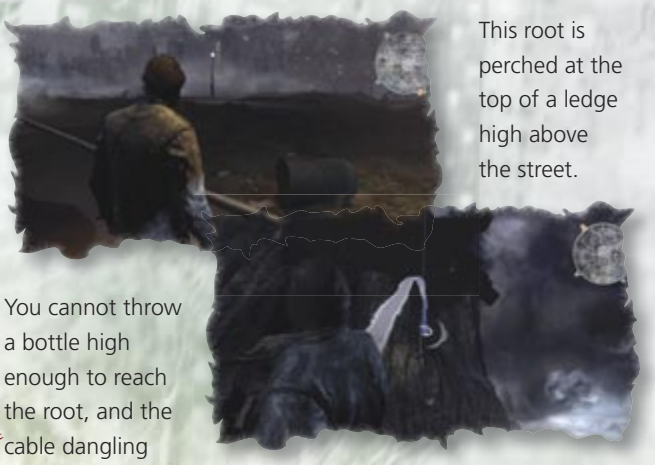
There's another way to burn this root, but it's a touch tricky: nick a car and drive toward the root from the left. There's a ramp on the right of the road. Hit the gas and rocket up the ramp. The car lands on the seesaw rock mechanism, catapulting the burning car (the one that's in front of the root) right into it.

Root 6



Spectral Points: 5

Required Items: Plastic bottle of fuel, double-sided tape, bullets



This root is perched at the top of a ledge high above the street. You cannot throw a bottle high enough to reach the root, and the cable dangling from the root is too high off the ground for you to grab. However, there are Ratz crawling up and down the cable, and that's the delivery system for your homemade bomb. If you lack the needed materials, you can find them all in the trash can to the left of the root site.



Create the bomb and throw it at one of the Ratz climbing up the cable. The tape sticks to the Ratz. The Ratz carries it to the top of the cable. Once it's up there, shoot the bomb. The blast radius is big enough to reach the root and incinerate it.

ROOT 7



Spectral Points: 4

Required Items: Thrown explosive



This root is growing out of a statue near the entrance to the park. The root is guarded by several Vampirz that flutter down and harass you while you are trying to burn away the root. You can use a makeshift flamethrower to burn away the Vampirz when they swoop low. If you need flammables, check the guard station near the statue for wicks and bottles. Once you have a bottle of fuel ready to go, approach the statue and throw it. Shoot the bottle and blast the root. Now, get out of there before those Vampirz nibble you to death.

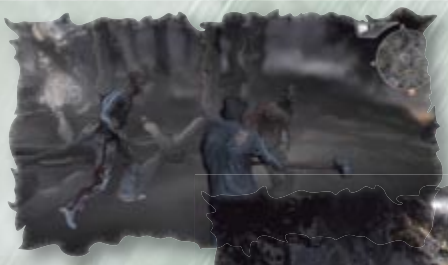


ROOT 8



Spectral Points: 4

Required Items: Anything flammable



This root is also guarded by Humanz.



Mercifully, there's a sledgehammer nearby that you can use to pulverize these creeps and get them out of your way. Make sure you burn away the bodies before turning to the root, or you risk them sneaking up on you while your back is turned. These brutes are big, so a sucker punch can do real damage. After the Humanz are toasted, zero in on the root in the center of the timbers. Throw a bottle from a safe distance and pop it to bank four more points.

Root 9



Spectral Points: 4

Required Items: Anything flammable

The root is at the top of the steps next to a collection of chess-and-checkers tables. This is an easy root to bag because the only resistance comes from a few pesky Ratz. Ascend the steps, burn the root, and move on to the next prize.

Root 10



Spectral Points: 9

Required Items: Thrown explosive



This is another root that is impossible to reach by foot. Fortunately, it is close enough to hit with a bottle. Stand on the edge of the street, looking out at the root on the asphalt island poking out of the abyss. The root is a giant target.



As long as the bottle hits the base of the root, you can burn it away. Throw the bottle. At the bottom of the arc, shoot it to burn the root. If you have the makings of a Molotov cocktail, you can just light the wick and hurl it at the base for the same effect.

Root 11



Spectral Points: 2

Required Items: Anything flammable

This is an easy target to bag. The root is growing near the mall area of the park, off the beaten path in the middle of the trees. There is nothing around to guard it, so get in there, burn it with whatever you have, and pocket the points.



ROOT 12



Spectral Points: 4

Required Items: Thrown explosive, bullets

This root is fun to get. It is on an island of lawn pushed into the sky by a giant spire. You cannot reach the island via foot, but you can by car. There is a giant ramp of dirt that points right up to the island. Steal a nearby car (loot the glove box for items), and then pound the gas pedal. Drive straight up the ramp and jump the gap to land right in front of the root. If you have a bottle you can throw at the root, then stand back and make those fireworks.





You also can put on a real show by parking the car directly under the root. Step all the way back on the far side of the island and take aim at the gas tank. One bullet pops the car.



The resulting fireball consumes the root, burning it away. Use the nearby rope to rappel safely to the ground.

ROOT 13



Spectral Points: 4

Required Items: Thrown explosive



The root growing out of the stage is a big target, but so is its guardian.



There is a brute standing vigil out front, almost as a challenge to you. Flank the beast with a flamethrower at the ready, and burn it down before it can react. Otherwise, the monster will let loose with a barrage of claw attacks that cut you down by inches. Once the monster is done for, throw a bottle on the root on the stage and pop it with a bullet to burn up the root and bank the points.



You also can use the popped car trick, which always puts on a good show.

Root 14



Spectral Points: 4

Required Items: Thrown explosive



There is a giant root growing out of the drained Conservatory Water near the Alice in Wonderland sculptures favored by kids in better days. Another claw-throwing brute stands watch over the root, but it will not spring into action unless you get really close. You can take out the root from a safe distance by hurling a Molotov cocktail or shooting a bottle out of the air as it touches the root. Now, you can either challenge the monster or high-tail it out of there before it engages you.

Tip

Running out of fuel-filled bottles and other items? Check the benches next to the Water Conservatory on the east side of the park.



Root 15



Spectral Points: 2

Required Items: Anything flammable

There is a small root on a hillside that is unguarded. It is easy to pick off. Run in and burn it up, and then clear out the other easy roots in this area of the park.

Tip

The roots in this small area are easily burned with just a little fuel. Pour out just a touch of the fuel on the root and light it. The root is immediately consumed with flames and you're out very little fuel.

Root 16



Spectral Points: 2

Required Items: Anything flammable

There is a small, unguarded root next to the wreckage of a footbridge. It's worth only two points, but it is an easy target.



Although the root is not patrolled by Humanz, don't completely let your guard down. There's a handful of Humanz walking the area.

Root 17



Spectral Points: 2

Required Items: Anything flammable

Another small root lies out in the open. Zip in and burn it down with a flamethrower, or toss a bottle bomb at it.

> **NOTE**
>
> **Running out of items? Check the grounds around the castle to pick up more glass bottles full of fuel.**

Root 18



Spectral Points: 2

Required Items: Anything flammable

There is a small root tucked in the ferns growing around a pleasant waterfall. With no Humanz in range, you can rush in and bring it down, then get out without anybody the wiser.

Root 19



Spectral Points: 2

Required Items: Anything flammable





This smaller root is hidden between two bridge support columns and guarded by a small pack of Humanz. Do not go for the root while the Humanz are afoot. Make sure you pick up an axe or a shovel and splatter those monsters to the pavement before going to the root. Once the Humanz are down and out, zero in on the root and blast it with a flamethrower or a bottle.

Root 20



Spectral Points: 2

Required Items: Anything flammable

This small root is nestled under the shade of a moon-soaked tree. Without any Humanz in the vicinity, it's an easy pick to pocket two Spectral Power points and work on achieving a higher degree of Spectral Vision.

Root 21



Spectral Points: 2

Required Items: Anything flammable



This root has taken hold at Cleopatra's Needle, an ancient Egyptian obelisk given to the city in 1879. There is no resistance at the site, so zero in on the root and burn it away to bank two more Spectral Power points.

Tip

Loot the vendor cart near the water's edge here to replenish spent materials. The cart has plastic bottles and double-sided tape.



Root 22



Spectral Points: 2

Required Items: Anything flammable



This small root in the center of the park is hotly contested by a trio of aggressive Humanz determined to thump you before you earn any more Spectral Power. Smash away the Humanz with branches or pipes. Once they're on the ground, eliminate them completely with fire bullets or a blowtorch. As soon as the scene is clear, burn away the root.

Tip

There are several empty cars around this site, so check those glove boxes for batteries, tape, and medical spray.

ROOT 23



Spectral Points: 3

Required Items: Thrown explosive

There is a giant root twisting through the playground on the western side of the park. The root is protected by a swarm of Vampirz, so be ready with a makeshift flamethrower to keep the monsters at bay while you get close enough to toss a bottle at the target. A Molotov cocktail will do the trick quite nicely. When the root starts to burn away, put some distance between you and the playground to avoid Vampirz attacks. Those little creeps are nasty and will follow you, so you may need to use a car to make a safe getaway.

ROOT 24



Spectral Points: 3

Required Items: Anything flammable

Drive up the eastern road that flanks the reservoir to spot this small root. It's nestled in the brush on the left side of the road, but you cannot miss it when you get close enough and your vision really curls. Blast the root with anything flammable, and then get back to your car to hunt another evil vegetable.

ROOT 25



Spectral Points: 6

Required Items: Thrown explosive





A walking path crosses the heart of the reservoir. Enter the path behind the building that housed Root 2. As you run across the path, you will encounter at least three Humanz. However, thanks to the clear night sky, you can see quite far down the path. There are no surprises, so get a flamethrower ready and roast each of the Humanz you meet. Once you reach the center of the path, look out to the right. The root is growing out of the water.



THROW A BOTTLE AT THE ROOT AND SHOOT IT OUT OF THE AIR TO TOAST THE TARGET.

Root 26



Spectral Points: 2

Required Items: Anything flammable

This small, unprotected root is north of the reservoir, right on the lip of the abyss. It's tough to spot at first because it is tucked behind a wall. Walk out to the edge of the abyss and slink behind the wall to discover the root. Burn it down to collect your Spectral Power points.



Root 27



Spectral Points: 4

Required Items: Thrown explosive



This large root erupts from the center of the park's outdoor amphitheater. Just drive up to the outer rim of the theater, get out of the car, and put together a batch of fire bullets—there is a small horde of Humanz guarding this thing. There are branches and other objects on the ground you can use to fight back against the Humanz if they get too close. After clearing some room, turn to the root and launch a bottle. Blast the bottle out of the air to sizzle the root and bank some more Spectral Power points.



XBOX 360 ACHIEVEMENTS

Are you playing *Alone in the Dark* on an Xbox 360? If so, you know all about Achievements. There are 1,000 points to add to your Gamerscore by finishing the game and completing certain requirements (such as assembling weapons with found items and hot-wiring cars). This section features a full breakdown of the Achievements in *Alone in the Dark*, accompanied by descriptions and point values for each.

Xbox 360 Achievements

NAME	DESCRIPTION	POINTS
BLACKOUT	FINISH EPISODE 1 WITHOUT SKIPPING ANY SEQUENCE	30
QUESTIONS	FINISH EPISODE 2 WITHOUT SKIPPING ANY SEQUENCE	30
PAINFUL ANSWERS	FINISH EPISODE 3 WITHOUT SKIPPING ANY SEQUENCE	30
FIGHT BACK AND LOSS	FINISH EPISODE 4 WITHOUT SKIPPING ANY SEQUENCE	30
NOT ALONE ANYMORE	FINISH EPISODE 5 WITHOUT SKIPPING ANY SEQUENCE	30
THE TRUTH	FINISH EPISODE 6 WITHOUT SKIPPING ANY SEQUENCE	30
THE PATH OF LIGHT	FINISH EPISODE 7 WITHOUT SKIPPING ANY SEQUENCE	30
THE LIGHT BRINGER	FINISH EPISODE 8 WITHOUT SKIPPING ANY SEQUENCE	30
A DAY IN CENTRAL PARK	COMPLETE THE GAME	150
COUNTDOWN TO DEATH	STOP YOUR BLEEDING WOUND	10
PURIFICATION BY FIRE	DESTROY A VAMPIRZ NEST	10
MEET AGAIN	MEET THEO IN ROOM 943 IN THE MUSEUM	10
MASSAGE	SAVE SARAH FROM A COCOON	10
STUNTMAN	JUMP ACROSS THE GAP IN FRONT OF THE MUSEUM USING THE TOWTRUCK	10
HIDDEN CAVE	DISCOVER WHAT'S UNDER THE BLOCKHOUSE IN EPISODE 8	10
THE PATH OF LIGHT	DON'T KILL SARAH	15
THE PATH OF DARKNESS	KILL SARAH	15
BURNING ROOT	BURN A ROOT OF EVIL	10
FLAMING ROOTS	BURN HALF OF THE ROOTS OF EVIL	25
BLAZING ROOTS	BURN ALL ROOTS OF EVIL	50
BASIC COMBINATION	A BOTTLE WITH TAPE	5
THE SMART FIGHTER	KILL A MONSTER WITH SPRAY + LIGHTER COMBINATION	5
THE COCKTAIL MOLOTOV	COMBINE A BOTTLE WITH FLAMMABLE CONTENT WITH HANDKERCHIEF	5
THE AIR BOMB	SHOOT A BOTTLE FILLED WITH FLAMMABLE CONTENT OUT OF THE AIR	5
THE STICKY BOMB	COMBINE A BOTTLE FILLED WITH FLAMMABLE CONTENT WITH TAPE AND USE IT AGAINST AN ENEMY..	5
FIRE BULLETS	MAKE FIRE BULLET BY COMBINING FUEL WITH YOUR PISTOL	5
THE GLOWSTICK BOMB	TAPE A GLOWSTICK TO A FUEL-FILLED BOTTLE	5
USELESS!	COMBINE AN EMPTY TAPED BOTTLE, A WICK, AND AN EMERGENCY FLARE	10
HANDYMAN CARNBY	MAKE ALL POSSIBLE COMBINATIONS IN THE INVENTORY	30
THE SHARP SHOOTER	FINISH A MONSTER BY SHOOTING ITS FISSURES WITH FIRE BULLETS	20
DEMOLITION EXPERT	BUILD THE MOST DESTRUCTIVE WEAPON	20
FISSURE	BURN ONE OF THE SNAKING FISSURES	20
NUKE	KILL 3 HUMANZ WITH A SINGLE ATTACK	25
THE BIGGEST OF ALL	DEFEAT THE MONSTER AT THE END OF THE FIFTH EPISODE	25

NAME	DESCRIPTION	POINTS
COCOON	BURN A MONSTER COCOON	20
GOAL!	GIVE 10 KICKS TO RATZ	20
TOASTED EGGS	BURN A RATZ NEST	20
VAMPIRZ	BURN A VAMPIRZ	20
ERADICATION	KILL 100 HUMANZ	50
UNLIMITED OFFER	CALL ALL CONTACTS IN YOUR PHONE'S ADDRESS BOOK	10
WIRED	HOTWIRE A CAR	10
CAR THIEVERY	BREAK INTO A LOCKED CAR BY SHATTERING THE WINDOW	10
FREE GASOLINE	PIERCE A CAR GAS TANK WITH A KNIFE OR SCREWDRIVER AND FILL A BOTTLE WITH FUEL	10
NEVER LEAVE A KEY HERE	FIND CAR KEYS IN THE SUNVISOR	10
THE 10 MILES RACE	DRIVE AT LEAST 10 MILES IN A VEHICLE	20
BLOODY MARY	HEAL 5 BLEEDING WOUNDS	10
COCKPIT ADDICT	COMPLETE THE 59TH STREET RUN WITH EPISODE 2 IN COCKPIT VIEW	20
THE BLIND MAN	FINISH THE "WAKE UP" SEQUENCE IN THE BEGINNING OF THE GAME WITHOUT CLOSING YOUR EYES	10
FISHERMAN'S FOE	SHOOT A GOLDFISH IN THE POOL THAT'S BELOW THE LADDER THAT LEADS TO THE SEWERS	10

Additional Item Combos for Handyman Carnby Achievement

COMBO	NEEDED ITEMS
EXPLOSIVE GLASS BOTTLE	GLASS BOTTLE + FLAMABLE LIQUID
EXPLOSIVE PLASTIC BOTTLE	PLASTIC BOTTLE + FLAMABLE LIQUID
EXTRA PACK BOMB	TAPED FUEL-FILLED BOTTLE + AMMO BOX
EXTRA PACK BOMB	TAPED SPRAY (ANY KIND) + AMMO BOX
FLARE BOTTLE	TAPED BOTTLE (PLASTIC OR GLASS) + EMERGENCY FLARE
FLARE MOLOTOV COCKTAIL	FUEL-FILLED BOTTLE (PLASTIC OR GLASS) + HANDKERCHIEF + EMERGENCY FLARE
FLARE SPRAY	TAPED SPRAY (ANY KIND) + EMERGENCY FLARE
GLASS MOLOTOV COCKTAIL	GLASS FUEL-FILLED BOTTLE + HANDKERCHIEF
GLASS WATER BOTTLE	GLASS BOTTLE + WATER
GLOWING BOTTLE	TAPED BOTTLE (PLASTIC OR GLASS) + GLOWSTICK
GLOWING MOLOTOV COCKTAIL	FUEL-FILLED BOTTLE + HANDKERCHIEF + GLOWSTICK
GLOWING SPRAY	TAPED SPRAY (ANY KIND) + GLOWSTICK
PLASTIC MOLOTOV COCKTAIL	PLASTIC FUEL-FILLED BOTTLE + HANDKERCHIEF
PLASTIC WATER BOTTLE	PLASTIC BOTTLE + WATER
TAPED ANTI-RUST SPRAY	ANTI-RUST SPRAY + TAPE
TAPED BLOOD PACK	BLOOD PACK + TAPE
TAPED EMERGENCY FLARE	EMERGENCY FLARE + TAPE
TAPED GLASS BOTTLE	GLASS BOTTLE + TAPE
TAPED GLOWSTICK	GLOWSTICK + TAPE
TAPED MEDICAL SPRAY	MEDICAL SPRAY + TAPE
TAPED MOSQUITO SPRAY	MOSQUITO SPRAY + TAPE
TAPED PLASTIC BOTTLE	PLASTIC BOTTLE + TAPE

CENTRAL PARK

Most of *Alone in the Dark* is set in Central Park, a massive swath of green smack in the middle of Manhattan that serves as a major tourist destination and a backyard of sorts for New Yorkers. The setting is perfect for this nightmarish adventure because the park itself has just as much personality as the characters in the game, such as Sarah and Edward. The park has a colorful history, from its founding as a quiet place for New Yorkers to escape the growing bustle of the city in the mid-1800s to its general decay because of the misplaced priorities of the Tammany Hall political machine early in the new century. However, Central Park bounced back under solid leadership. Famed New York mayor Fiorello LaGuardia made it a goal of his administration to revitalize the park. During LaGuardia's tenure, the Great Lawn was created by filling in one of the park's reservoirs. After another period of disarray in the 1970s, during which the park again fell into ruin and gained an unsavory reputation after sundown, Mayor Ed Koch approved plans to restore the park to its former glory. The 1980s were good to Central Park, and its beauty has not flagged since.

The Central Park in *Alone in the Dark* is a startling recreation of the actual park. New Yorkers or tourists familiar with Central Park will undoubtedly spot many recognizable landmarks while touring the grounds. (Of course, the sightseeing might be cut short from time to time by a gang of aggressive Humanz hiding out in the trees.) Not all landmarks made it into the game—some of Central Park has been swallowed by an abyss, after all—but enough for players to really get a feel for the park's enormity and the great pride that the city takes in its stunning appearance. This section covers a few of the park's landmarks as they appear in the game, compared to their real-life appearances. The attention to detail is excellent. While nothing quite beats an actual trip to the park—an afternoon stroll on The Mall, a picnic next to the lake in the shadow of Belvedere Castle, and the joy of watching kids climb over the Alice in Wonderland sculpture near the Conservatory Water—the Central Park seen in this game does a sterling job of recreating its glory.

Cleopatra's Needle

An obelisk from ancient Egypt, nicknamed Cleopatra's Needle, is one of Central Park's most famous attractions. Given to New York City by Egypt in 1879 (but not erected until 1881), the obelisk is actually one of three needles gifted to three of the world's major metropolises. The other two cities are London and Paris. The obelisk is made of red granite, weighs 244 tons, and stands approximately 68 feet tall. The needle, which was created in 1450 B.C., still bears many of the hieroglyphics that were added by Ramses II 200 years after its construction. Four plaques at the base of the obelisk provide translations of the glyphs.





Belvedere Castle



Built in 1869, Belvedere Castle overlooks Turtle Pond and the Great Lawn. The castle sits atop Vista Rock, which is the second highest point in Central Park, and from its tower visitors are treated to an exquisite view of the surrounding park. The castle was originally designed as a folly—a fantasy building—but it later took on practical purposes, serving as a weather station for the United States Weather Bureau and as a small museum. The castle was unfortunately one of the park's features that fell into disrepair, but an extensive refurbishment allowed it to be reopened to the public in 1983. It is now a favored attraction of park-goers for its views and the museum, and it's also a favorite of bird watchers who delight in seeing some of Central Park's natural occupants, including hawks and osprey.

The Mall





The Mall was part of Central Park's original design in 1857, intended as a promenade for carriage rides and leisurely strolls. The Mall is an open-air avenue flanked by a variety of trees, such as American elms, and statues of literary figures and other heroes. The Mall is one of the park's popular features, as the benches that line the main walk are often filled with couples, resting joggers, and people just enjoying the outdoor paradise tucked inside one of the world's busiest cities.

The Conservatory Water

The Conservatory Water rests on the east side of the park, providing an excellent spot to enjoy a good book or watch people play with model boats. The Conservatory Water sits in the shade of the Fifth Avenue high-rises, flanked by numerous statues that draw the attention of young and old. To the west of the waters is a playful statue of Hans Christian Andersen. To the north is an Alice in Wonderland sculpture that celebrates several characters from the book, including the Mad Hatter.

